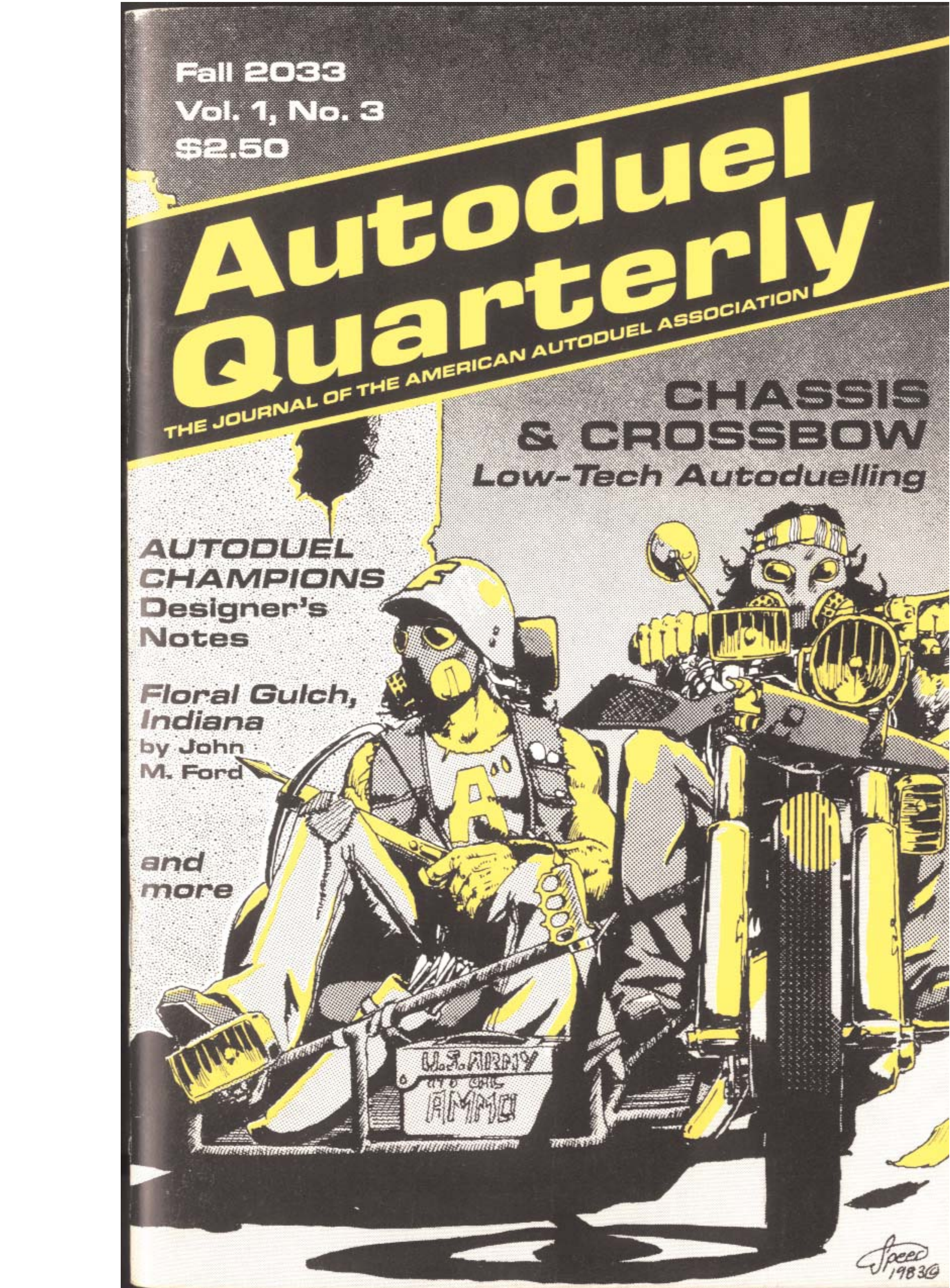
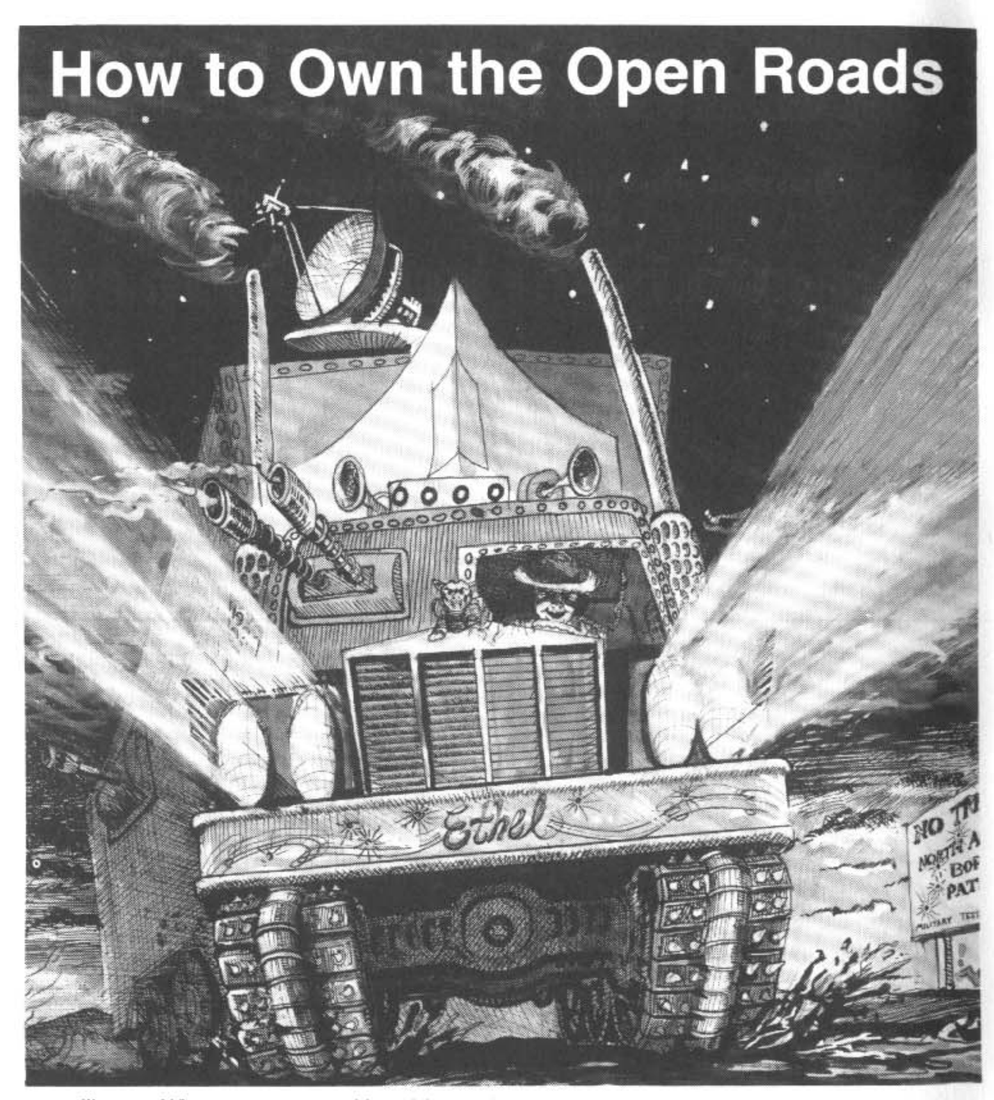

Fall 2033
Vol. 1, No. 3
$2.50
Autoduel Quarterly
THE JOURNAL OF THE AMERICAN AUTODUEL ASSOCIATION
CHASSIS & CROSSBOW
Low-Tech Autoduelling
AUTODUEL CHAMPIONS Designer's Notes
Floral Gulch, Indiana
by John M. Ford
and more
U.S. ARMY
AMMO
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**Vol. 1, No. 3**

# Autoduel Quarterly



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**Designs in this issue:**
*Bill Gadzos*: 40. *Tom Greer*: 4 (anti-theft system), 5 (fireproof armor). *Lee Lytle*: 4 (roll cage), 5 (PR radials). *Tim Ray*: 4 (anti-theft system).

## CONTENTS



## DEPARTMENTS



## ADVERTISERS





Autoduel Quarterly is published four times a year by Steve Jackson Games, P.O. Box 18957, Austin, TX 78760–8957. Application to mail at second-class postage rate is pending at Austin, TX. POSTMASTER: Send address changes to Autoduel Quarterly, P.O. Box 18957, Austin, TX 78760-8957.  Subscription rates as of March 15, 1983 – In the United States: 4 issues $10. Outside the U.S.: please add 50 cents per issue for Canada, $1 per issue for foreign surface mail. International rates are subject to change as postal rates change. NOTE: All payments must be in U.S. dollars, made by International Money Order or check drawn on a U.S. or Canadian bank.

***THE JOURNAL OF THE AMERICAN AUTODUEL ASSOCIATION***




Well, I've finally been uncovered. Somebody did a little checking, and found out that Uncle Albert really *is* my uncle, and he's been paying off Steve to leave me in this job. I've been canned, but I suspect good old Uncle Albert will come out smelling like a rose. Steve'll probably even keep running his ads, if the pay's good enough . . .

As it happens, part of the above is true. I've been serving as your editor for the last six months without actually being an SJG employee, and *ADQ* has been hurting because of it. Not so much in quality (I would like to think) as in timeliness. We started off two months behind schedule, and haven't made up any time in the half-year since that point. *ADQ* needed a professional editor who could be on top of things from conception to completion, and I think you've got one now in Scott. (Point to ponder – never recommend that someone else can do your job better than you can. Someone might believe you!) Let's see what Scott can do to keep you throttle-happy duellists satisfied. And, as always, let the good times roll!

–David Ladyman

With an introduction like that, I'm not sure how to continue. My name is Scott Haring, and I'm the new editor. My first job is to make *Autoduel Quarterly* more timely – proof that we're achieving that is in your hands. A close second is to maintain the high quality that David Ladyman brought to this magazine. With the help of assistant editor Jim Gould, we think we can do it.

A short note to everyone who's submitted items to *ADQ*: There is no need to start over or resubmit items, as we have everything under control. Of course, there is always a need to get new submissions of all sorts . . . scenarios, strategy articles, entries for the "North American Road Atlas and Survival Guide" . . . you send 'em in, and we'll read 'em.

One more short word about the American Autoduelling Association, specifically the idea of starting real, live, local chapters. So far, we've received encouraging mail saying, "Yeah, let's do it!", but I'd like to hear some input on what form these chapters should take. How rule-laden should they be? Should they work closely with established clubs and conventions, or should they be totally independent? What sort of events should the association sponsor, and what should it stay away from? We want to set up a real, live AADA, but we need more input before we put our plans to paper.

Thanks for tuning in. Keep on duellin'!

–Scott D. Haring








# NEWSWATCH

### History of Mexico/Texas Relations

ca. 2000: With supplies of oil and natural gas falling fast, Mexico becomes one of the first countries to fall into total collapse. Cycle gangs from the United States take advantage of the anarchy to loot and commit general mayhem. Vehicular combat is limited to handguns and occasional National Guard tripod-mounted weapons, with no armored vehicles except a few leftover tanks.

2002: Local governments in Mexico (and a few wealthy private citizens) build fortifications to protect their towns and estates. The first home-built weapon specifically designed to fight vehicles, the eight-foot tripod-mounted crossbow, is developed by Mario Arcinega, defense coordinator of the fortress town of Matamoros. The cycle gangs take this as a challenge, and the war escalates.

2005: The Mexican defense armies put crude armor on grain-alcohol powered cars and go out after the cycle gangs to fight them on the roads and root out their camps.

2008: Faced with increasing numbers of Mexican defenders, the cycle gangs find themselves too far away from their own bases to effectively continue. The Mexicans are now just as mean and well-armed as the gangs, and they break the cyclists' hold on the Mexican countryside.

2010: The cycle gangs eradicated, the various "defense armies" of Mexico begin to attack one another. Loosely defined geographical states form, each ruled by a "Jefe" or warlord. Southwest Texas proves to be easy pickings for the raiders.

2012: Grain blight destroys the Mexican fuel supply, bringing raids on Texas territories to a screeching halt. *Jefes* fight over croplands, looking for alternatives to grain.

2015: *Jefes* re-establish fuel crops using other vegetation. More raids between the *jefes* and into Texas. However, the problems of the U.S. federal government mean Texas has more time and ability to deal with its southern neighbors. Captain J.D. Harshman of the Texas Rangers leads the charge in the decisive Battle of Del Rio, in which the Texans' FAVs (fast attack vehicles), armed with machine guns and rocket launchers, turn back a major Mexican offensive.

2020: After the Texans launch a number of punitive raids into Mexico, a series of treaties are signed between the Republic of Texas and most major Mexican *jefes*. New Mexico, Arizona and southern California are still subject to occasional raids.

2031: ***Car Wars*** released to the general public.

# 50 Years Ago Today

If you are active in politics or an important officer in a large corporation you are a likely target for anyone's imagined grievances . . . This good looking Armored Safari Suit is a luxury garment tailored of rugged and functional poly-cotton/nylon blend that can be washed and dry cleaned. If you move into a hazardous situation, you can slip three ballistic panels – one in back and two in front – into the zippered pockets. The panels are unnoticeable and weigh only 4 lbs. altogether. The armored panels come in two protective levels: I (11 layers) protects against all handguns fired from as close as 15 feet, except 9mm short barrel and .357 magnum short barrel; and II (18 layers) protects even against those two powerful guns. We provide a one-year $500,000 insurance policy against death and injury with these garments. Price: $665.

–*The Sharper Image* catalog, 6/83

***Insomniac nails noisy motorist*** – A man kept awake by the blaring of traffic outside his window was arrested for putting boards studded with nails on the busy street to blow out the tires of unsuspecting drivers.

Police in Frankfurt, West Germany, said the 39-year-old insomniac put 50 boards on the street during the month before his arrest and nailed the tires of at least 13 motorists.

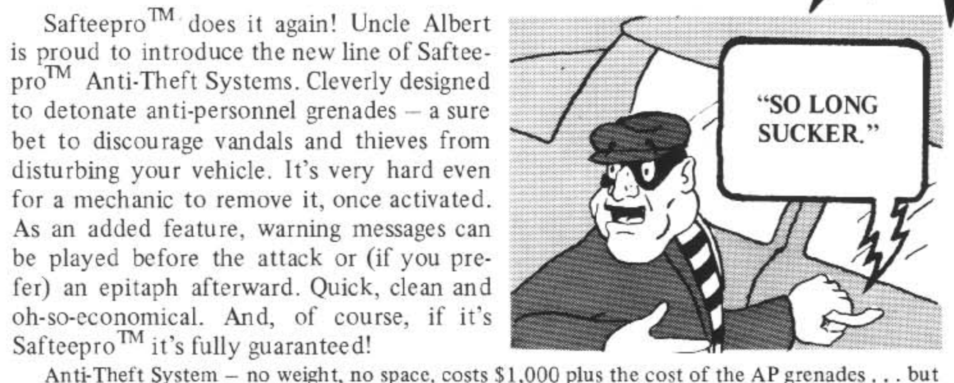
–*Weekly World News*, 4/12/83



# UNCLE ALBERT'S AUTO STOP & GUNNERY SHOP




## Safteepro™ Anti-Theft System




Safteepro™ does it again! Uncle Albert is proud to introduce the new line of Safteepro™ Anti-Theft Systems. Cleverly designed to detonate anti-personnel grenades – a sure bet to discourage vandals and thieves from disturbing your vehicle. It's very hard even for a mechanic to remove it, once activated. As an added feature, warning messages can be played before the attack or (if you prefer) an epitaph afterward. Quick, clean and oh-so-economical. And, of course, if it's Safteepro™ it's fully guaranteed!

Anti-Theft System – no weight, no space, costs $1,000 plus the cost of the AP grenades . . . but can be hooked up to existing AP grenades. AP rules still apply (no more than one every 7.5 feet). Grenades go off if anyone tries to enter the vehicle (or pry open a door, or dismantle a piece of attached equipment) without first turning off the system by key/combination. Disarming is classified as a "very hard" task for a Mechanic. The system will not operate while the motor is running.

## Roll Cage

Nothing can be as annoying in the midst of battle than to have your computer damaged because your vehicle happened to roll over. Protect your valuable cargo and passengers (not to mention yourself) and prevent this type of mishap. The Roll Cage is a mighty 300 pounds of protection for all internal components, preventing them from taking damage in a roll.

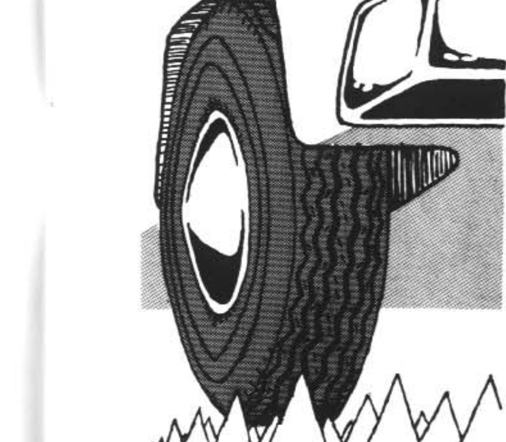
Roll Cage – 300 pounds, one space, $1,000. Prevents internal components from taking damage in a roll. Armor, tires and turreted weapons can still be damaged.

## Safteepro™ Fireproof Armor

A steal at twice the price! Don't let your valuable vehicle go up in flames – buy Safteepro™ Fireproof Armor, and let your driving days be worry free. Guaranteed not to burn!!! (although melting may occur with some weaponry). Comes in three tasteful colors: blood red, paralyzing pink, and black-as-midnight. Quantities limited, so order yours today.



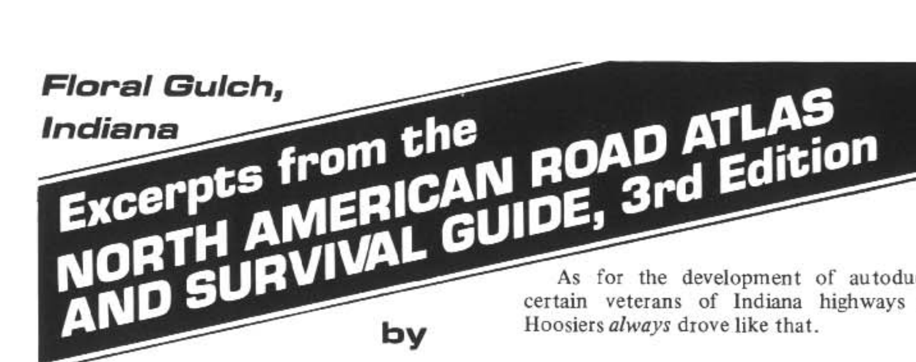
Fireproof armor – Double the cost of normal armor, same weight, triple the cost to repair. All weapons have normal effect on FP armor, but it cannot be set on fire. Cannot be mixed with normal armor.



## Puncture-Resistant Radials

Uncle Albert's Special of the Month! Puncture Resistant Radials!! On sale this month only – 30% off. Improve the handling of your car or cycle – buy a set TODAY!

Puncture Resistant Radials – weigh 60 lbs. each, have 8 DP each, and cost $500 each. Cycle radials cost the same, but weigh half as much. Adds 1 to the Handling Class of any vehicle with these tires on all wheels. Final Handling Class may still not exceed 3.



# Floral Gulch, Indiana

# Excerpts from the NORTH AMERICAN ROAD ATLAS AND SURVIVAL GUIDE, 3rd Edition

by

**John M. Ford**

Floral Gulch, IN, 50 miles southwest of Brickyard (formerly Indianapolis) on State Road 37, has gone from a quiet college town and business center to become the major center of modern civilization, such as it is, for southern Indiana.

## History

Floral Gulch's economy was based on the presence of the University, and of light industries producing such strategic items as escalators and videodisc players. When the cultural upheavals began, the University became isolated (see below), and it was not too difficult to convert the factories to produce linkless feed weapons and hi-res targeting computers.

The Gulch was also home for many employees of the Loon Pond Naval Ammunition Depot (LooPNAD). LooPNAD stores were informally annexed by Gulch authorities during the strategic exchanges of 2012, giving the city a reputation for heavy armament from the very first. The legal principle invoked to support the seizure, that "a right of eminent domain exists over anything that's about to get nuked anyway," became known as the Monroe County Doctrine.

It is interesting to note that LooPNAD was not in fact on any Soviet targeting schedules; apparently the Russian planners decided that locating a Navy installation deep in Southern Indiana must be an imperialist trick.

The University was always a major center of political thought, especially slightly weird political thought. Neomarxists, Randites, Logical Paranoids, Falangists, and L-Fivers could be heard arguing over pizza and beer with Gold Hoarders, Watergationists, Elvish Liberation Fronters, and the occasional Ghibelline. So the new political order hardly made a ripple; indeed, some of the most vocal theorists seemed relieved that there was no longer a national government to intrude on their discussions.

As for the development of autoduelling, certain veterans of Indiana highways claim Hoosiers *always* drove like that.

## Facilities

Floral Gulch has several lightly fortified rest and service facilities on all approach roads, most of them open all night; recharge and light-service stations within the city proper usually close at night. There is no single major truck stop, but all six Moonlight Doughnut Shops (open 24 hours) have the Brotherhood Good Roadfood Seal of Approval.

The southern third of Walnut Street, the major north-south thoroughfare, is lined with small dealerships selling used vehicles, duellist and civilian. New-car dealers are located north, south, and east.

## Organizations

A local chapter of the Eastern Driving Safety Enforcement League, an antiduelling society, varies in strength and popular support; best to check with local ADs on entering town. EDSEL headquarters are one block west of Walnut on Quincy St., one floor above Republican Party HQ.

The Gulch Autoduelling Society (AADA Charter Affiliate) is headquartered in the GAS Garage, a fortified facility on the west side. GAS members have a strong interest in classic vehicles, including unarmed/armored cars – another reason to check locally before opening fire.

Other organizations reflect the interests of the community, which are many and varied, from drama (the operetta "Ghost Chryslers in the Sky" was first performed here) to colorful pedestrian duels on political matters.

## Points Of Interest

The **County Courthouse** is a historical limestone building located on Courthouse Square in the center of town. It now contains museum exhibits. Actual business is conducted in the Courtbunker beneath the Courthouse building. A tunnel connects the Bunker with the Police Station and County Jail one block south.

Blue police cruisers are City police; brown units are County Sheriff's deputies. All units are armed, Sheriff's units heavily.

*Note*: Firing on the Old Courthouse building, even accidentally, is a serious offense, with penalties up to death or confiscation of vehicle.

**Brickyard Saloon & Grease Rack**, Walnut just north of Second. Favorite of autoduellists and autoduelling fans. Great decor, trophy display. Food average, but Moonlight Doughnut (q.v.) across street.

**Granger's Gun Shop**, South Walnut in the middle of Clunker City. Prices moderate to high, but great selection (Granger gets first pick of S. Walnut salvage). Repairs and refits available. 10% discount to AADA members with membership card.

46
48
45
37
to Brickyard and Chicago
Floral Gulch
Bus. 37
(Walnut St.)
to Cincinnati
50
to Cincinnati
Stone City
to Louisville

**The Warehouse**, 3 blocks west of 10th and Walnut, auto access restricted. Large posturban-cowboy drinking facility. Mechanical bull, indoor firing range. Major meeting place for antiduellists *and* popular with bikers: enough said.

**Waffles & Flourishes**, Tenth and College, near bus station, open 24 hours. Noncombat zone by agreement of all parties. Weapons may be worn but not drawn. Here everybody – truckers, duellist, nonduellist, cops – can relax and talk. Good place to get in touch with any faction, especially police (at least one two-man unit will be here at all times).

**Rick's Cafe Terrestrienne**, East Fifth near University. Tavern and restaurant, included for historic/scenic reasons. Autoduellists not welcome, but they won't ask if you don't tell them. Best place to make a University contact.

**Sheriff's Auto Pound**, far west side. If it got towed or seized, look for it here. Monthly auctions of cars and parts; bargains possible. *Note*: By state law, no live ammo may be brought to a police auction except by officers on duty.

**State University**, near east side (total University Reserve is two miles by three miles). The University preserves social and political isolation from Floral Gulch proper, though trades of goods and information take place quite frequently. University persons sometimes contract with transient drivers to carry items (not always legally), information, or people. Approach any such offer with caution.

**AADA Area Advisory**: In general, avoid the University area. The various student-townie-frat-etc. quarrels are impossible to chart accurately; don't get caught in someone else's crossfire (and *never* mention That Cow College Upstate). Furthermore, the University community contains several world-class ***Killer*** players, who can and will booby-trap anything just for the practice.

### SUPPLEMENTARY LISTING: STONE CITY, IN

Located 20 miles south of Floral Gulch on State Road 37, Stone City's principal non-agricultural product is limestone blocks. Though the industry had been in a severe depression, the new times brought a renaissance of stone architecture, and a new boom for Stone City's quarries.

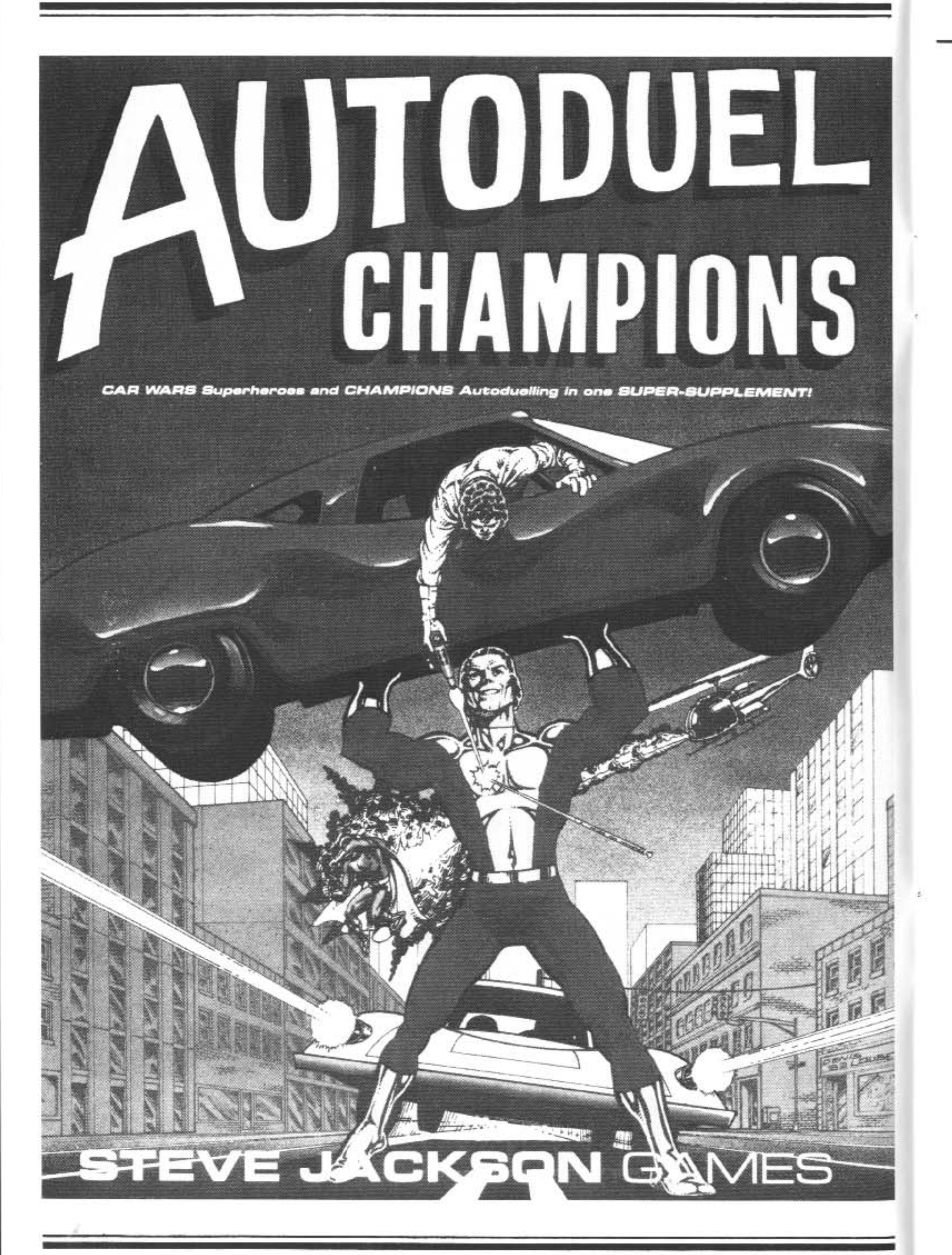
Small, high-value items such as cigarettes and microchips are always in demand, and the cash rewards are good. However, as one might expect, outlaws – especially bikers – prowl the outlying roads, hunting for such commercial travellers.

Outbound drivers often seek the cover of a limestone convoy, which is relatively safe from attack. The reason is simple: What raider is going to risk his life for a 5000-pound mill block, never mind trying to get it into the trunk if you *do* win?

An attempt to hijack an entire convoy eight years ago, using a roadblock of heavy vehicles including two tanks, was memorably foiled when truck driver Morris "Spitball" Tucker aimed his vehicle at the barricade, fired the trailer's breakaway kingpin and sent forty tons of blocks at 60 mph into the much discomfited hijackers. The Truckers' Brotherhood awarded Tucker the C.W. McCall Medal, and the raid was immortalized in a song by a Stone City native, the aging rocker John Cougar.

The tactic, known as the "Cosmic Spitball" or the "Tucker Torpedo," has been used in other localities with loads varying from live poultry to 20,000 lbs. of bananas.

Stone City itself is a Limited Access Fortress Town, with bunkered checkpoints on all approaches. Autoduelling is popular, but less organized than in Floral Gulch; the local club, the Amoco Gang, is prone to infighting and factionalism, and is currently on AADA Probationary status.




# Designer's Notes

## AUTODUEL CHAMPIONS

### by Aaron Allston

In retrospect, it's embarrassing that the idea for *Autoduel Champions* wasn't mine. I'd hoped for a long time to write up extended role-playing rules for *Car Wars*, but had never thought to include superheroes. George MacDonald, co-designer of *Champions* and a *Car Wars* player himself, had written vehicular creation and combat rules for *Champions II*, but had never suggested a supplement combining superheroes with autoduellists.

It took Pat Mueller and John Rankin, respectively SJ Games' art director and independent sales representative, two folks who played neither *Car Wars* nor *Champions*, to come up with the idea.

The original idea Pat and John threw my way was to write a supplement combining *Car Wars* with *Champions*. However, like any hopelessly ambiguous game-rule, "combining *Car Wars* with *Champions*" is functionally meaningless. Does it mean running autoduels in *Champions* scale, with *Car Wars* vehicles but *Champions* rules? Does it mean running superheroes in *Car Wars* scale, with *Champions* powers and *Car Wars* game mechanics? Or does it mean the creation of some hybrid game, with the superheroes and duellists both in the New York City of 2033 and some uneasy combination of the two games' mechanics and scales? Our first problem, before the first word was committed to paper, was in deciding what the supplement was supposed to be.

The idea I proposed, and which Steve Jackson took to the 1983 HIA show to present to the Hero Games people, was to put together a rulebook in two parts. The first half would be for *Champions* players, and the second for *Car Wars* players, and material in the course of the text would show players of both games how to transfer characters and equipment from one game to the other. Part One would set up autoduelling rules for *Champions* players; Part Two would present superhero rules for *Car Wars* players.

The Hero Games people, especially George MacDonald, were interested in the project, and licensed SJ Games the use of the name *Champions* for the product, and the actual work of constructing the supplement began.

I started with the *Champions* half, primarily because it presented fewer difficulties in working out original game mechanics. Between the vehicle creation rules from *Car Wars* (with suitable translation to the other game) and the vehicle combat mechanics from George's article in *Champions II*, most of the difficult work was already done. In fact, the most difficult problem I faced was in deciding what degree of ability the characters should have and where the "points" for vehicle creation would come from – would the characters be standard *Champions* heroes with their 100+ creation points plus disadvantage points, but with most of their points sunk into vehicle creation? Or would the characters be 50+ point Talented Normals, built from *Espionage*-system rules instead, with equipment costing money in the context of the campaign?

Although it involved use of character-generation rules closer to *Espionage* than *Champions*, I chose the latter alternative. It seemed to provide for characters and situations more reminiscent of the original *Car Wars* game. It also provided for characters who were more compatible with the *Champions* system; a superhero-character with most of his points sunk into a vehicle is rather uncommon in the source material of the comic books.

A bit of insight came during the writeup of the campaigning recommendations: An autoduelling campaign is really nothing more than a high-tech, A.D. 2033-era western. There is practically no situation in a normal *Car Wars* role-playing campaign that does not occur in the westerns. The duellists correspond to our doughty heroes in their Stetsons, driving mechanical steeds all over the terrain. The mostly-decentralized government Steve Jackson had

envisioned for the United States of 2033 bears striking similarities to the governmental organization of western territories of the late 19th century. Scuzzy biker gangs seemed to take the role of the stereotypical Indian on the warpath – and what is ***Sunday Drivers*** but a more contemporary Indian raid on a frontier town? The gunslinger mentalities of modern autoduellists, the ideas of local law and bounty hunters, and the whole atmosphere of most autoduelling campaigns I'd observed so far seemed to reek of John Wayne and Randolph Scott – in combat armor and behind polarized windshields, of course.

Next on the agenda was supposed to be the ***Car Wars*** superheroics. However, we had a couple of problems. First, I had to write up an aerial combat system if we were to have Flight power for superheroes. Second, David Ladyman, editor of *Autoduel Quarterly*, was facing mounting pressure from game fans who wanted to see helicopter rules. By force of logic, more than anything else, we decided to include helicopter rules which could also form the basis for superhero flying powers.

Writeup of these rules also proved to be fairly easy, with material on helicopters from popular movies (the very stuff from which many campaigns are fabricated) proving to be almost as valuable, and more interesting, than hard data. The playtests run at Dallcon '83 and back at home turned out to be successful: ***Car Wars*** gamers could pick up the rules, read through, and almost immediately begin refereeing helicopter combats.

Then came the ***Car Wars*** superhero rules. Once I'd established a basic corollary between ***Car Wars*** and ***Champions*** character creation rules (with one Power Point being approximately equal to five Skill Points from ***Car Wars***), power writeups proceeded fairly smoothly. Only the most logical combat-oriented powers were written up in full; afterwards, conversion advice for GMs who wished to expand their campaigns with mental powers and hypersenses and the like was worked in for the writeup.

The conversion advice took a good deal of work. First, I had to come up with comparisons between mechanics, character-building, and damage equivalents in the two games. George MacDonald, who is a number-cruncher par excellence, was very helpful here. Earlier, he and I had independently come to the conclusion that the Handling Class of a ***Car Wars*** vehicle, plus 2, was a good equivalent for the TURN score of a ***Champions*** vehicle. George also worked up the armor conversion charts used in the text, and provided a great deal of useful data and recommendations for the project. (His advice was so useful, in fact, that I was doubly glad that the idea for the supplement had originated at SJ Games; if the Hero Games people had come up with it, they could have handed the project to George with great confidence, and I would have missed out.) Mechanics were easy, if laborious, to compare, because each game covered the same actions and options: vehicle movement, firing, effects of Darkness, damage done by specific guns, and so forth. And once the 1:5 ratio between Power Points and Skill Points had been worked out, it was simple to work up equivalencies with the abilities of characters.

Last on the agenda were the two adventures included in the rulebook. The idea behind each was to (a) provide a charmingly violent episode which would provide the players with the chance to learn the game mechanics, (b) give the players a full-sized map which could be used for numerous purposes, and (c) provide a villain/antagonist who could reappear in the future, perhaps becoming a recurring enemy of the player-characters. "The Blue Ghost" was my attempt to create in 2033-era terms the equivalent of the great jewel thieves from the movies of yore; "Animal Farm" existed to showcase a supervillain who, because of his access to genetic-manipulative science, could have a completely different cast of unusual villains backing him up in each adventure. As it turned out, I was also able to work in uses for two of the more interesting incidental rules thrown into the other sections, namely remote control and grasshoppers.

All in all, it was a very rewarding supplement to work on. ***Car Wars*** players who'd previously complained about a lack of air rules and about the fatality rate among their characters can unwind a little bit. ***Champions*** players have a whole new, and very interesting, milieu to play around in. Players of both games can use any item from one system with the other system. And now, at conventions I hear the occasional "Oh, you're *Aaron Allston*" mixed in with the usual "Oh, you work for *Steve Jackson*." Such is life.

Future materials which may relate to ***Autoduel Champions*** are being considered, probably for submission to *Autoduel Quarterly*. We may work up rules for Autogyros, the 1930s precursors to helicopters. It's possible that there may be writeups of the *North American Road Atlas and Survival Guide* for areas in the "other" ***Car Wars*** world, the one with superheroes. And so on. Write to this magazine's editor and tell him what you'd like to see. Better yet (and I feel strange saying this for the editor of *another* magazine), write up the articles yourself and submit them to him. (No more skateboard or wheelchair rules, please.) Good gunning – and watch out for the pedestrians in power armor . . .

# CHASSIS & CROSSBOW

## Low-Tech Autoduelling

by Chris Smith, Norman Banduch, and Scott Haring



Autoduelling. Possibly the most popular sport of all time. The sight of sleek fighting machines screaming across the asphalt excites a crowd like nothing else can. But autoduelling was not always the sophisticated sport it is today. Like most civilized actions, it stands at the apex of a climb through brutal barbarism. And in this instance, the sordid past lies not too distant.

Shortly after the collapse of the Mexican government, the northern countryside fell prey to marauding cycle gangs out of the U.S. The Mexicans organized various private "defense armies" which eventually drove the cycle gangs away (see "Newswatch" in this issue). Then the tables were turned as the Mexicans, never secure in their supplies of grain alcohol, looked to the Republic of Texas and its supplies of gasoline. The Texans, busy on their northern and western fronts with the U.S. Army, could do little to stop the initial attacks. But Texas, never a push-over, soon had defenses prepared. A few precious troops and Texas Rangers were pulled off the lines and sent south, but the bandit gangs were waiting . . .

These rules will attempt, through simulation, to bring back those bygone days. All rules from ***Car Wars*** are in effect except where they conflict with those given here.

"Chassis & Crossbow" does not use vehicles even remotely resembling the modern-day juggernauts. Its vehicles are not unlike those of 1980. As such, the "custom-building" available today in 2033 is virtually unheard of. Cars are *cars*. You buy what is available, paying extra for such meaningless additions as timepieces and upholstered seats. Note that even though all equipment has a listed dollar cost, it does not mean that the bandit gang pooled its lunch money and went down to the local gunnery shop. This is a time of scarcity, especially of weapons – that's why the vehicles have such relatively low prices.

Throughout these rules, we will use shorthand for different types of dice rolls. "5+ on 2d6" means "roll a total of five or more on two six-sided dice." "1d6-2" means "roll one six-sided die and subtract two." And so on.

### Combat

Combat remains pretty much the same as today. The weapons and targets, however, are vastly different. Most hand weapons are available – though in short supply. The difference lies in the virtually non-existent vehicular weapons (so common today) and the pitifully unarmored vehicles. Ordinary hand weapons blast through the thin skin of these cars with little resistance.

The damage from a weapon, if it passes through the armor, may strike any single internal component. The remainder of the damage is lost – either passing through or ricocheting off.

### Location Of Damage

Modern vehicles are crammed full of equipment designed to destroy other vehicles. When one of those behemoths is hit, and the armor penetrated, *something* is going to get hit. This is not true with primitive vehicles. They were designed to get people or objects from one place to another, and no thought was given to combat. When one of these vehicles is hit, the shot may strike one of the few components, or it may continue unimpeded through the vehicle and out the other side. Therefore, whenever a vehicle is hit, roll 2d6 on the appropriate chart below to determine the location of damage.

CAR IS HIT FROM THE . . .

| *Front* | *Effect* |
|---|---|
| 2 | Roll randomly for left or right front tire |
| 3-6 | Engine |
| 7-8 | Passenger or crew (random determination |
| 9-10 | No effect (passes out the other side |
| 11-12 | Chassis |
| *Side* | |
| 2-3 | Roll randomly for front or back tire on that side |
| 4-5 | Engine |
| 6 | Chassis |
| 7-8 | Passenger or crew |
| 9-10 | No effect |
| 11 | Cargo |
| 12 | Fuel tank |
| *Back* | |
| 2 | Roll randomly for left or right back tire |
| 3-4 | Fuel tank |
| 5-6 | Cargo |
| 7-8 | Passenger or crew |
| 9-10 | No effect |
| 11-12 | Chassis |

CYCLE IS HIT FROM THE . . .

| *Front* | *Effect* |
|---|---|
| 2-3 | Front tire |
| 4-5 | Engine |
| 6-7 | Driver (or additional crew) |
| 8 | Sidecar (if none, then chassis) |
| 9 | Chassis |
| 10-11 | No effect |
| 12 | Fuel tank |
| *Side* | |
| 2 | Front tire |
| 3-5 | Engine |
| 6 | Fuel tank |
| 7 | Driver (or additional crew) |
| 8 | Sidecar (if none or on other side, then chassis) |
| 9 | Chassis |
| 10-11 | No effect |
| 12 | Rear tire |
| *Rear* | |
| 2-3 | Back tire |
| 4-6 | Chassis |
| 7-8 | Driver (or additional crew) |
| 9 | Sidecar (if none, then chassis) |
| 10-12 | No effect |

All cars have ordinary 20th-century heavy-duty tires: 6 DP. The engine's DP depends on the vehicle; as in ***Car Wars***, the engine performs at 100% until it is completely destroyed, and the vehicle decelerates at 5 mph thereafter. Rules for the fuel tank follow under "Fire and Explosion." The chassis is the frame of the vehicle, and the number of DPs it has varies with the vehicle type. When the chassis is destroyed, the vehicle collapses and skids to a stop, decelerating at 30 mph per turn.

Against all vehicular weapons, and the tripod-mounted RR, MG and crossbow, the autos are considered to be totally unarmored – the bullets cut through the thin metal like butter. Against all hand weapons, the cars' metal is considered to be worth one point of armor that, unlike ***Car Wars***, remains after every attack. Cycles do not enjoy a similar benefit.

Example: The side of a vehicle is hit by a rifle and an 8 is rolled for location. The unlucky crewman (randomly determined) takes three hits, but the car's "armor" takes one away for a total of two – the crewman is unconscious.

## Targeting

A tire may be targeted at -3; a tripod-mounted weapon in a vehicle, or a specific person inside a vehicle may be targeted at a -5 to hit. The -5 penalty for a person inside a vehicle is instead of the -3 pedestrian penalty. Remember the rules from ***Car Wars***: Hand weapon fire from a moving vehicle is at -3 to hit for the driver and -1 for all other passengers. This penalty is not applied to tripod-mounted weapons. "Misses" miss the entire vehicle unless a specific person was targeted: If the "to hit" roll comes within two (say, 11 is required but a 9 is rolled), the car is struck anyway and a random roll is made to see what component is hit. A "passenger" result on this roll may cause the initially targeted (and missed) person to be hit.

## Fire & Explosion

When dealing with gasoline-powered combat vehicles, an occasional explosion is inevitable. Whenever a combat location result of "fuel tank" is indicated, the driver must roll a 7+ on 2d6 or suffer an explosion. If he rolls 10+, there is not even a fire (yes, that means that on a roll of 7, 8 or 9, there is a fire but no explosion). If the combat location result is "engine," the driver must roll a 5+ to avoid a fire (and there is no chance of immediate explosion). All of these rolls are affected by the following modifiers:

| **Modifier** | **Weapon Used** |
|---|---|
| -1 | VLAW |
| -2 | LAW or RL |
| -4 | Flamethrower, Molotov |

On top of all that unpleasantness, any time a gas-powered vehicle is on fire at the end of a turn, a roll of 1 or 2 on 1d6 indicates an explosion.

The effects of an explosion are the same as in ***Car Wars***. The vehicle is destroyed and all occupants are killed.

If a fuel tank is hit for five or more points of damage during a single combat (and somehow doesn't catch fire or explode), the tank has been shattered; the vehicle will run out of gas (with effects the same as a destroyed engine) at the beginning of the second following turn. If the fuel tank has suffered less than five hits, the damage can be repaired before any serious fuel leakage occurs.

## Crashes & Collisions

Players should use the Advanced Collision System (from *ADQ* 2 or the ***Car Wars Reference Screen***) for added realism, since the ram is an important weapon here. There are two simple rules for distributing ram damage. If a vehicle is struck in the front, one-quarter of the rolled damage (round down) goes directly to the engine of a car (or front wheel of a cycle). The remaining damage, or *all* damage in the case of a side or rear collision is divided by two (round down) and applied to the chassis.

High-speed collisions can be hazardous to the passengers, too; first calculate the difference in speeds before and after the collision for any given vehicle. Then, roll 1d6 for every 10 mph: Every "1" on the dice means one point of damage to the person inside (or on) the vehicle. Do this separately for each passenger.

Example: A car going 80 mph breaks through a wall. Using the Advanced Collision System, the car's post-collision speed is calculated to be 40 mph. Roll 4d6 for each person in the car. The driver rolls 3, 5, 6, 6 – no damage; the passenger rolls 1, 2, 2, 5 – one point of damage.

## Weapons

Most weapons come straight out of the ***Car Wars*** hand weapon section. Descriptions of the new weapons follow this list. This is not a comprehensive list – any other weapons (bolas, nunchuks, boomerangs, etc.) that everyone can agree on the stats for can also be used.

| *Weapon* | *Dollar Cost* | *Grenade Equivalent* |
|---|---|---|
| Crossbow | 75 | 3 |
| Submachine gun | 250 | 2 |

| | | |
|---|---|---|
| Rifle | 120 | 2 |
| Shotgun | 120 | 2 |
| Heavy pistol | 100 | 1 |
| Cycle blades | 50 | 0 |
| Light pistol | 75 | 1 |
| Grenade | 25 | 1 |
| Molotov | 25 | 1 |
| LAW | 500 | 2 |
| VLAW | 200 | 1 |
| RR (tripod) | 1500 | 5 |
| MG (tripod) | 1000 | 5 |
| Bowie knife | 50 | 1 |
| Sword | 75 | 2 |
| Pike | 80 | 3 |
| Bow | 50 | 2 |
| Spikes | 50 | 2 |
| Fists | free | 0 |
| Bricks | 20 | 1 |
| Chains (20') | 50 | 1 |
| Baseball bat | 20 | 1 |
| A.V. crossbow (tripod) | 100 | 6 |
| 10 arrows (or bolts) | 20 | 1 |
| 10 A.V. bolts | 50 | 2 |

All costs and grenade equivalents are for unloaded weapons.

## Descriptions

*Crossbow* – 10 shots; does three hits damage; hits on a 6 or better; requires two full turns to reload.

*Cycle blades* – As per ***Sunday Drivers***.

*Bowie knife* – Does two hits damage; hits on an 8 or better; can be thrown: additional -2 to hit, standard range penalties apply.

*Sword* – Does 1d6-2 damage; hits on 7 or better.

*Pike* – Does 1d6-2 damage; hits on an 8 or better, but with ½" range. When set vs. charge, the pike does 2d6 damage and hits on a 7 or better (cyclist kebob, anyone?). When wielded by a charging cyclist, hits on an 8 or better; does 1d6 damage for every 25 mph of speed (maximum 3d6; if two vehicles are moving toward one another, add the speeds together). Wielder takes 1d6-4 damage for every 25 mph, and the pike will break if the total collision speed is greater than 50.

*Bow* – 10 shots, does two hits damage; hits on a 7 or better; takes one full turn to reload.

*Spikes* – Could be nails, or broken glass, or any other primitive (but effective) ancestor of modern spikedropper ammo. Does two hits to each tire that runs over it, and is a D2 hazard. Can be dumped out of the back of a van or station wagon or pickup, or out the sides of any vehicle – side dumping, however, requires a successful 8+ roll on 2d6 or the back tire on that side takes two points damage! Use a standard spike counter to determine area covered.

*Fists* – Does 1d6-5 damage; hits on a 7 or better; useless against vehicles.

*Bricks* – Does 1d6-4 damage, hits on an 8 or better. Range: 4".

*Chains* – When strung up and anchored, treat as chains in ***Sunday Drivers***; used hand-to-hand, does two points of damage and hits on a 9 or better.

*Baseball bat* – Does two points damage; hits on a 9 or better.

*Anti-vehicular crossbow* – 8-foot bow span, tripod-mounted, fires a metal shaft. Hits on a 7 or better; does 2d6 damage; 10 shots. Treats each range as the next closest, i.e., 0"-4" is point blank, 4"-8" is normal range, 8"-12" is -1 penalty, etc. Two people can reload it in two turns, one person can reload it in four. Two people can carry it assembled, one person can carry it disassembled (it's not heavy, just bulky). Breakdown and setup each take 10 minutes.

*Molotov* – Does 1d6 damage; hits on a 9 or better. Attacker picks one target ¼" square and rolls; if he hits, that square and each surrounding one (forming a ¾" square) is afire, all pedestrians therein taking 1d6 damage. Treat misses like grenades in ***Car Wars***. If a vehicle is the target, and a "fuel tank" or "engine" result is rolled, the chance of the vehicle catching on fire is increased by an additional +4. The molotov can be thrown from a moving vehicle, but the thrower must make a 2+ roll on 1d6; failure means dropping the molotov in his own lap. For simplicity's sake, assume a burning molotov goes out after one turn. (Anything it has set on fire, on the other hand, remains ignited.)



## Burst Effects

When a car is hit with a burst effect weapon, roll damage location normally; if some result other than "passenger or crew" is rolled, the persons in the car are protected from the burst effects. If "passenger or crew" is rolled, however, the round has entered the passenger compartment and all other persons inside (other than the one hit) will take burst effect damage. A cycle offers no such protection; the driver takes burst effect damage if any portion of the cycle is hit. Other vehicles within the effect radius will also be affected; roll randomly for location and reduce the damage by one point (for the car's "armor"). There is no damage deduction, of course, for cycles.

## Vehicles

Remember, these cars are *as is*. No modifications are possible. None of the vehicle accessories listed in ***Car Wars*** or any of its supplements are available. Each person in the car can carry six grenade equivalents of weapons. An additional twelve grenade equivalents can be stored in each available cargo space. Tripod-mounted weapons can be mounted in the back of a van, pickup or station wagon – each takes up two cargo spaces and has 3 DP. If a hit location roll indicates a crewman and the random determination indicates the gunner manning a tripod weapon, there is a 50/50 chance the damage will go to the weapon instead. A tripod weapon must be mounted facing one direction (front, back, left or right) as per modern-day vehicular weapons. The weapon may be set to articulate farther at the cost of one space per additional side (i.e., a total of three spaces to bear to the back and to the left). A tripod weapon in a van or station wagon may not bear to the front. Tripod weapons are mounted in the cargo section of the vehicle in question. An anti-vehicular crossbow mounted in a vehicle takes distance penalties normally (1"-4", no penalty, 4"-8", -1 penalty, etc.).

## Vehicle List

*Subcompact* – Engine: 5 DP; chassis: 7 DP; acceleration: 10 mph; weight: 2200 lbs.; room for driver, one passenger, one space cargo. Costs $250.

*Compact* – Engine: 8 DP; chassis: 10 DP; acceleration: 15 mph; weight: 2850 lbs.; room for driver, three passengers, one space cargo. Costs $300.

*Mid-sized* – Engine: 8 DP; chassis: 13 DP; acceleration: 10 mph; weight: 3600 lbs.; room for driver, three passengers, three spaces cargo. Costs $500.

*Station wagon* – Engine: 10 DP; chassis: 19 DP; acceleration: 10 mph; weight: 4600 lbs.; room for driver, five passengers, five spaces cargo. Costs $1,000.

*Luxury* – Engine: 10 DP; chassis: 19 DP; acceleration: 10 mph; weight: 4400 lbs.; room for driver, five passengers, three spaces cargo. Costs $800.

*Pickup truck* – Engine: 12 DP; chassis: 24 DP; acceleration: 10 mph; weight: 5200 lbs.; room for driver, two passengers and three cargo spaces inside, 11 cargo spaces in bed. Costs $1,200.

*Van* – Engine: 12 DP; chassis: 30 DP; acceleration: 5 mph; weight: 5200 lbs.; room for driver, five passengers

and 17 spaces cargo. Costs $1,500.

*Light cycle* – Engine: 2 DP; chassis: 4 DP; acceleration; 10 mph; weight: 450 lbs.; room for driver only. Costs $100.

*Medium cycle* – Engine: 4 DP; chassis: 6 DP; acceleration: 15 mph; weight: 700 lbs.; room for driver, one passenger or one space cargo. Costs $250.

*Heavy cycle* – Engine: 6 DP; chassis: 7 DP; acceleration: 15 mph; weight: 1300 lbs.; room for driver, one passenger, one space cargo. Costs $400.

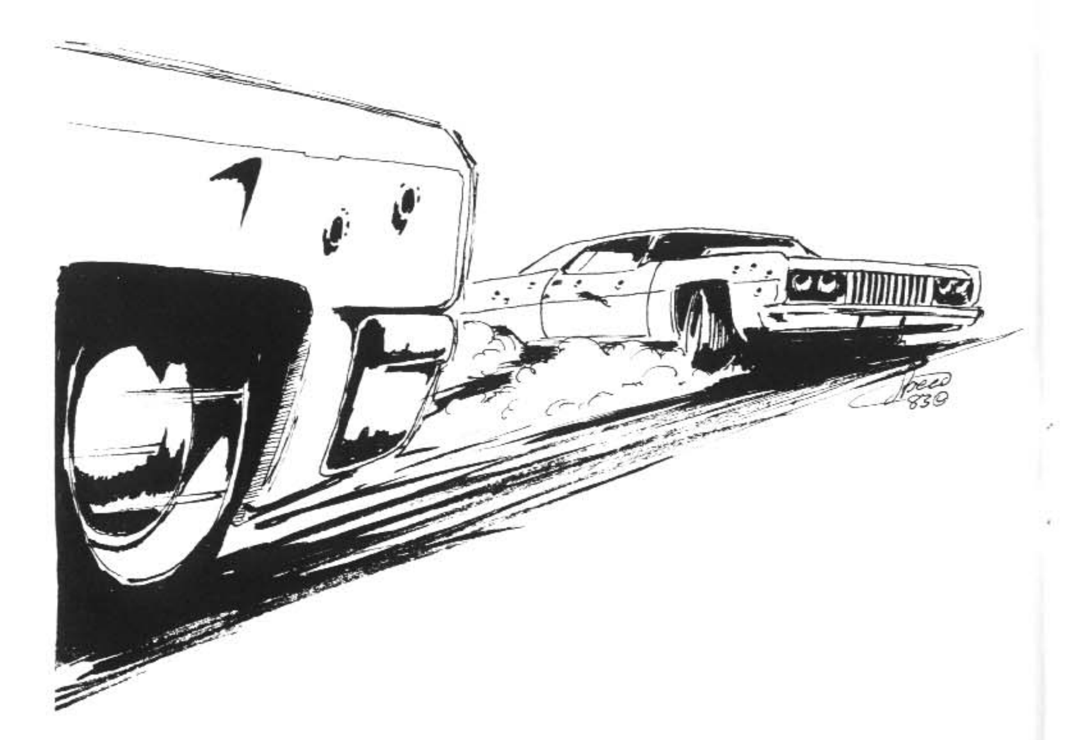
*Sidecar* – Has 4 DP, cuts cycle's acceleration by 5 mph, adds 300 lbs. weight; room for one passenger and two spaces cargo or three spaces cargo. Costs $150.

If a sidecar is destroyed, all contents (including passengers) are scattered over the highway. Calculate damage as per ***Car Wars***. Also roll 1d6:

1 – Sidecar cleanly shot off; 5 mph acceleration penalty lifted.

2-5 – Sidecar still attached, but mangled. +D1 to all maneuvers until sidecar is disconnected (which is easy to do once you stop the cycle. If you want to try it while the cycle's still moving, roll a 6 on 1d6 for success and take a D2 hazard for trying).

6 – Sidecar badly mangled and interfering with cycle. D2 hazard automatically, +D2 to all maneuvers. After stopping the cycle, it will take 10 minutes to pry, crowbar or shoot off the offending sidecar.





# CHASSIS & CROSSBOW

# *Playing with Fire*

## Introduction

The big oil companies couldn't adapt to the world's dwindling oil supplies. As their top-heavy, worldwide organizations collapsed, the job of refining what little oil was left went to small cooperatives and independent businessmen. There were small, safe profits to be made in the fortress cities, but the big money (and the big risks) were on the frontiers and near the borders.

The Briscoe Refinery is located just off Highway 83 south of what used to be Uvalde, Texas. A two-lane paved road leads to and from the refinery from a highway exit. Profits (and security) are high. So high, in fact, that Arturo Reynosa's gang from Piedras Negras took notice in mid-2015, and launched a raid . . .

## Set-Up

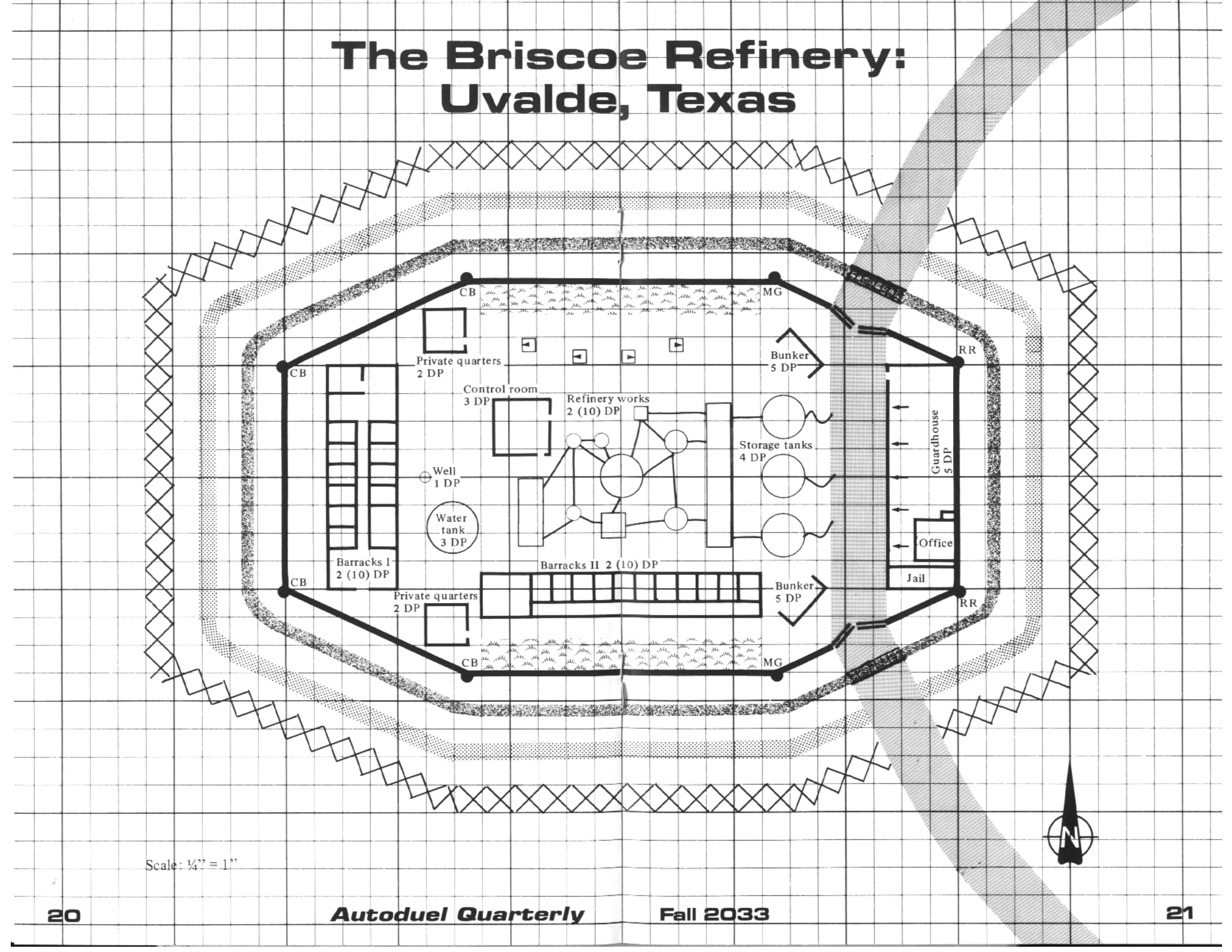
In addition to the two tripod-mounted RRs, the two tripod-mounted MGs and the four anti-vehicular crossbows (all mounted on the outside wall), the refinery player gets 20 people, 2 heavy cycles, 2 medium cycles and an additional $4,000 worth of miscellaneous weapons (player's choice). The eight wall-mounted weapons are presumed to be fully loaded; additional ammo and all ammo for the hand weapons must come out of the $4,000. The raider player gets $12,000 to spend in any manner and as many people (up to 30) as he can equip.

## The Refinery

The refinery's features are as follows:

**Outer Perimeter** – The outermost defense is a ring of broken glass, barbed wire, nails and other such garbage (marked by large "X"s). These will cause 1d6-3 points of damage to each tire of a car or cycle that crosses it. Pedestrians must slow their movement by half when traveling through it or take 1d6-4 points of damage when crossing. The shaded area is a low wall, made of sandbags, boulders, timbers, larger pieces of garbage, etc. It acts as a 4 DP wall for breaching and collision purposes, and takes a pedestrian one full turn to crawl over. The last ring is a small trench that rings the camp and is also dug across the paved road (a permanently installed metal grating covers the trench where it crosses the road, so crossing it will be no hazard. Crossing it anywhere else, however, is a D3 hazard). In direst emergencies, the refiners will fill the trench with their own gasoline and ignite it. It takes 10 turns to fill the trench; it can be lit anytime after that. Any attempt to light it early (either deliberately or accidentally) has a chance of success equal to the percentage of turns the trench has been filling. Example: a wayward molotov falls into the trench and explodes four turns after the refinery player announces he is beginning to fill the trench. There is a 40% chance that the trench will become lit. Flame travels through the trench at a rate of 10" per

# The Briscoe Refinery: Uvalde, Texas



turn in each direction from the ignition point.

The curtain of flames does 1d6-5 damage to any pedestrian jumping through it. A pedestrian can jump through automatically over the grating; trying it anywhere else requires a 4+ roll on 2d6 for success – failure means falling into the trench, and certain, fiery death. Vehicles crossing the grating take 1d6-3 to each tire and the chassis and must make a 6+ roll to avoid catching on fire (3+ to avoid explosion). Vehicles crossing the trench elsewhere take the same damage and must make a 9+ roll to avoid fire (and a 5+ roll to avoid explosion!). Crossing is still a D3 hazard. The fire lasts 40 turns, and sighting through it is -2 to hit.

**Walls** – The outer wall is 8 feet high and has 5 DP. The eight gun emplacements on the map have their own waist-high wall (also 5 DP) that the weapon fires over. Targeting one of the gunners carries the standard -3 penalty for shooting at a pedestrian; however, the attacker must roll two better than required to actually hit the gunner, otherwise, he hits the wall (see ***Sunday Drivers***). If a gunner aims at the protective wall, hits and breaches it, any remaining damage will pass through to either the gunner or the weapon. Example: A bandit with a rifle runs up to the base of the tower and takes a shot at the gunner. He needs a 7, plus 4 for point blank and minus 3 for targeting a pedestrian, which makes 6. He rolls a 7, which is not two better than the required 6, so the rifle bullet hits the 5 DP wall, doing no damage.

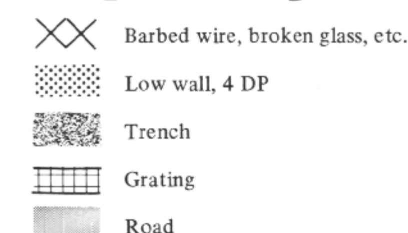
Gates can be swung closed to block the road openings, but are only 3 DP. Hand weapons are ineffective against the gate (they just make little holes); grenades and vehicular weapons will open breaches; and 3 points of ram damage will break the lock and swing the gate open. Two small bunkers (5 DP) face each entrance. There is enough room behind each for three people. Defensively, they act just like the walls in the gun emplacements.

**Guardhouse** – 5 DP. Contains a holding cell, an office and some bunks for the night guards. The five arrows signify five gun ports for the guards inside – there is no way to target guards firing through these ports.

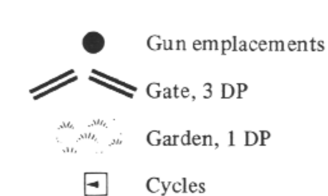
**Other Buildings** – Barracks I sleeps 12 and also contains the camp kitchen, dining area and recreation area. Barracks II also sleeps 12. The refinery foreman and the security chief each has separate quarters. All these buildings have 2 DP, but the barracks require 10 breaches to collapse them. The water tank has 3 DP, and the adjacent well and gardens are 1 DP – easy to trash.

**The Refinery** – The actual guts of the refinery are easy to hit (not quite as easy as a building, but almost – +7) and has 2 DP at whatever point the shot hits. The control room has all the gauges, valves and controls – it's 3 DP, and it's the only place the entire refinery can be shut down from easily (it takes one person 5 turns to shut down the refinery from the control room. Running around the refinery, turning off individual pieces of equipment and closing individual valves, etc., will also do the job but takes 45 seconds for 3 people . . . extrapolate accordingly for other numbers of people). The storage tanks, where customers come to get gassed up, have 4 DP.

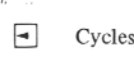
# Map Key



- Barbed wire, broken glass, etc.
- Low wall, 4 DP
- Trench
- Grating
- Road



- Gun emplacements
- Gate, 3 DP
- Garden, 1 DP



- Cycles
- Gun ports

## Fire & Holocaust

Remember, the objective of Reynosa and his gang is to *take over* and loot the refinery, not blow it off the map. But remember that certain misses, as per ***Sunday Drivers*** rules, may continue past an intended target and hit something behind it (like a refinery) . . . the whole plant could go up.

Hits that breach any portion of the refinery piping or the storage tanks (*not* the control room) will start a fire on a roll of 7+ on 3d6, subject to the following modifiers:

| Modifier | Circumstance |
|---|---|
| +1 | VLAW or RR used |
| +2 | LAW used |
| +3 | Molotov used |
| -3 | Refinery has been totally shut down (affects refinery hits, not storage tank hits. No modifier if refinery is only in process of shutting down) |

Once it has been established that the refinery or the storage tanks are on fire, consult the following table and roll 2d6 at the end of every turn the fire is still going:

| Roll | Result |
|---|---|
| 2 or less | Fire goes out |
| 3-5 | Fire weaker: -1 to all subsequent rolls |
| 6-8 | Fire continues |
| 9-11 | Fire stronger: +1 to all subsequent rolls |
| 12 or more | Explosion! Fire out of control. Everyone within 2" of any part of the refinery works is dead; 2d6 of damage to anyone 3" and 4" away. Camp a flaming ruin in 20 turns |

These rolls can be further modified by the following circumstances:

| Modifier | Circumstance |
|---|---|
| -1 | For each person above five fighting the fire |
| +1 | For each person below two fighting the fire |
| +1 | For every breach hit the refinery takes (over the one that caused the fire) in that turn |

Any person can be considered "fighting the fire" if he is within ½" of any part of the refinery works, is designated by the player controlling him to be actively fighting the fire, and does not fire a weapon in that turn. Sufficient firefighting equipment is assumed to be in place near the refinery.

Example: The raiders hit the refinery piping with two rifle slugs in one turn. The refinery has not been shut down, so the 7+ roll is unmodified. A 4 is rolled for the first shot (no fire yet!), but a 10 is rolled for the second.

Now that the refinery's burning, we move to the second table. The first rifle slug (the one that didn't cause the fire) is a +1 modifier, and nobody is in position to fight the fire – an additional +2! A 6 is rolled, which is modified to 9: the fire is stronger, and carries a permanent +1 modifier. During the course of the next turn, another rifle shot breaches the refinery (+1 more), but four people rush to fight the fire. Total modifier: +2. A 7 is rolled. The modified result of 9 means

the fire grows stronger again. A permanent +2! Things look grim.

The refinery player rushes five more people to firefighting duty (abandoning important gun emplacements – but that's life) for a total of nine. That's -4 for firefighters to offset the permanent +2; an 8 is rolled. The modified 6 means the fire continues at the +2 level.

The bandit player thinks up a new strategy: he shoots two firefighters! That drops the total number of firefighters to seven (a -2) and offsets the permanent +2. A 6 is rolled. The fire goes on.

The refinery player decides to evacuate, leaving the camp (or what's left of it) to the bandits. No firefighters means +2, added to the already established +2 . . . A 9 is rolled, which yields a modified 13 . . . BOOM!

Note that if things begin to go badly, the chances increase that they will get worse. If the refinery player makes progress against the fire, the chances go up that the fire will be extinguished.

## Victory Conditions

The scenario ends when all of the people on one side or the other are killed or leave the map. At that time, victory points are totalled:

- If the refinery player shuts down the refinery: +15 for the attackers
- For each opposing vehicle destroyed or abandoned: +4
- For each opposing pedestrian killed: +1
- For each opposing vehicle or pedestrian that flees: 0
- For holding an undamaged refinery: +50
- For holding a damaged refinery: +20
- For each building, tank, well or garden destroyed: -5 for player who holds the camp
- Refinery is destroyed: nobody wins

Note that a player, if losing, could cut his losses by withdrawing rather than making repeated suicide rushes.

If one player has 70+ points more than the other it's a total, complete victory and the winner gets to laugh at the loser unmercifully. A 40-69 point margin is a regular victory, a 15-39 point margin is a narrow victory, and less than a 15-point margin is considered a draw.

## More Scenarios & Variants

After the breakup of its federal government, Mexico was as violent a place as any you'd care to avoid. Ambushes were a way of life in many areas. A possible scenario: The ambushers get 10 men and $1,000, and set up in Midville. They may barricade any three streets impassably (wrecked autos, etc.), and erect up to six lesser barricades: 6 DP (barrels, etc.) which can, with luck, be crashed through.

The defenders get 6 men, and $3,000 with which to buy weapons and two vehicles. They enter Midville – that is, Pueblo Centro – from the east side of the map, on Third Street (Avenida Tercera), moving at least 30 mph. They can attempt any course they like, but cannot turn around until they sight a roadblock or are attacked. Except for the combatants, Pueblo Centro is deserted.

Assess victory as above, except that a win by more than 3 points is significant.

During this period, Mexican highways also saw a good deal of combat-type action. "Macho" challenges are a popular pastime in Mexico, and refusing one is unthinkable unless the odds are overwhelmingly unfavorable. Bandit gangs are rare (most of the really bloodthirsty types are already in the private defense armies), but the ones that do exist are large, greedy and cruel. As for the police, they are mostly in business for themselves and are as much a threat as the bandits. Unlike the bandits, however, the police are content to merely extract a bribe and let motorists go their own way.

The scenarios given in the original *Car Wars* rulebook all translate into low-tech just fine. Make sure each side has a roughly equivalent amount of money to design vehicles and buy weaponry and turn them loose.

Of course, one of the results of constant warfare is an increase in technology. Gasoline was no longer needed on the Texas side of the border as electric cars were developed. South of the Rio Grande, the cars still depended on the precious gas, but their weaponry had improved right along with the Texans' . . .

# CHASSIS & CROSSBOW

## Part II: The Later Years

**Above The Border** – The Texan player now builds his vehicle using *Car Wars* rules, but with some exceptions. Plastic armor is now available but in a primitive form. It costs and weighs twice as much as modern armor. Unlike *Car Wars*, all hand weapons will do half damage (round up) to this armor. Most modern weapons are available; the anti-tank gun, Vulcan machine gun, laser, heavy laser, tank gun, minedropper, tear gas and heavy rocket are not. No accessories except extra magazines and links are available. Computer targeting systems have not yet been developed. PR tires are available; solid tires are not. All weapons fire as if on automatic (straight out the front, back, or side – but they may be fired in any phase, once per turn) and are at a -1 to hit in addition to normal modifiers. Players must aim weapons by steering the car into the desired position.

**Below The Border** – The Mexican player will continue to build his vehicles according to the earlier rules, but with some exceptions. The car bandits did not have the technology or the resources necessary to develop the plastic armor of the north, so they came up with a simple but effective substitute – metal armor. Sheets of metal were salvaged from the old cities and welded onto the cars. One point of armor for one side of a vehicle costs $200 to buy. For every eight



full points of armor on a vehicle (counting each side separately – one point of armor all the way around would be four points worth; adding top and bottom armor would make it six) the vehicle's acceleration drops by 5 mph. A vehicle may not move (obviously) if its acceleration drops below 5 mph.

This armor is not ablative – it protects the car every time it is hit. If a vehicle with two points of front armor is hit in the front for three points one turn and for two points the next, the interior of the vehicle will receive one (3-2) point of interior damage the first turn and zero (2-2) the next. If a vehicle with this type of armor is hit with a rocket or other burst effect weapon, half the points (round down) are *permanently* removed from the armor – the armor is blown off. If there is only one point of armor left, a burst effect weapon will blow it all off. The remaining damage minus the remaining armor (if any) continues through to the interior of the vehicle.

Example: A rocket from a RL hits the side of a vehicle with three points of metal armor, and rolls five points damage. Two points of armor (5 divided by 2 rounded down) is permanently blown away; the remaining three points of damage are reduced an additional one by the remaining armor. Two points of damage reach an internal component, and the car has only one point of metal armor on that side now.

The bandits can also mount vehicular weapons in their vehicles, with the same weapons available and the same firing rules as the Texans. The bandits can also use links and extra magazines, but the PR tires are not available south of the border.

The bandit player uses the available cargo spaces in his vehicle to mount vehicular weapons; passenger capacity can also be traded in to make more room for weapons. Example: A mid-sized car is listed as having room for a driver, three passengers and three cargo spaces. This car will fit a RR and a MG (three spaces), or you could throw out a passenger and fit in two RRs, or you could throw out all three passengers and have room for six spaces' worth of weapons!

When a bandit vehicle is hit and a "No effect" result is rolled on the hit determination table, roll another 1d6. If the result is 1-3, roll randomly to see which vehicular weapon is hit; on a 4-6, the "No effect" result stands.

**Both Sides Of The Border** – There are two pieces of equipment especially developed for this era in autoduelling:

*Articulated mount*. This is a vehicle weapon mount which allows a firing arc as for modern weapons. It requires that a gunner sit behind the weapon and physically move and fire it. A weapon mounted in this manner may not be fired by the driver or by anyone except the designated gunner. The vehicle does not have to be aimed to fire this weapon, but the firer still suffers a -1 penalty – humans are not as accurate as computer-assisted humans. This costs $500 and takes one space in addition to the weapon and gunner (the gunner only takes one space – the computer which requires that a modern-day gunner take two spaces has not yet been invented).

*Ring mount*. A vehicle with this type of weapon mount may have no top armor. The gunner stands behind the weapon and swings it in the desired direction before firing. The weapon on this type of mount has a 360-degree arc of fire, but it cannot swing around as fast as a modern-day turret: Every turn (in any one phase) the weapon may change its facing up to 90 degrees. (Example: If the weapon is facing the front, it may stay facing the front or change to the right or left but not the back.) This type of mount takes four spaces (plus however many spaces the weapons take up, but the gunner does not add additional space), and costs $1,000.

Cycles cannot use either of these items, though an articulated mount and a one-space weapon and gunner will just fit in a sidecar. Ring mounts work best on the large cars (luxury, van and station wagon), but if a player can make it fit in a smaller vehicle, go for it.

## Scenarios & Variants

Try the "Playing With Fire" scenario with this set-up: The raider player still gets $12,000 and as many vehicles and people (up to 30) as he wants, but the Texans' four cycles are stock cycles from ***Car Wars*** (two Shogun 200s and two Outlanders, one with the upgrade option). Remember to cut the total armor in half, due to the doubled weight and cost. Then the cycles (and four of the refinery player's 20 people) can get on the highway and try to slow up the approaching bandits before they get to the refinery.

Road duel scenarios are simple. Also, after 2025, "recreational" duelling became popular in Mexico. Many promoters were (and are) sleazy or even criminal; the referee should role-play them that way. Betting is the major source of income for duel organizers, and the use of ringers, disguised weaponry, and even sabotage to "fix" the outcome are definite possibilities. Bullfight rings make good arenas!

*The authors thank the playtesters – Jim Gould, Tim Ray, Mara Lee, and Bill Lee.*



# Speeding in Car Wars

***(Thanks to Jeffrey Field and Chip Martin, whose ideas were combined to produce this article.)***

*Tommy's car burned with raw heat, a tangled wreckage of melting steel and plastic. The Porsche Thundercat bootlegged and punched it. The Pirhana bounced back onto the road and screamed after it.*

*"That goon is maintenance meat," muttered Knuckles. "Nobody smokes my brother then dusts out. Shoot, dammit!" He glared at the distant Thundercat.*

*"Can't," Mad Gunner Johnson leaned into the sights intently. "He's too far, just be wasting ammo. Close with him."*

*Knuckles floored the accelerator and the motors whined. The Mad Gunner looked over at him. "Knuckles, you're gonna blow the plant."*

*Knuckles nodded. "But we're gonna catch him."*

On those long, empty stretches of highway, this situation has come up more than once. Both fitted with the best power plants, two vehicles scream down the road, never closing nor widening the gap. Stalemate at 100 mph. Then frustration sets in.

This rule variant helps relieve that frustration by giving drivers the option of pushing their cars just a little more. This desperate effort of the power plant, however, is a trying one and likely to damage it.

Cars may accelerate beyond their power plant's listed maximum speed. Each turn a car travels faster than its rated speed, roll one die for every 10 mph, or fraction thereof, the car is traveling in excess. For each die that does not result in a 1 or 2, the power plant takes one point of damage.

Example: Our friend Knuckles has a super power plant in his Piranha, with a listed maximum speed of 100 mph and 12 DP. The first turn after Knuckles floors it, the car accelerates to 105 and one die is rolled. Knuckles gets lucky and rolls a one. No damage so far.

The Thundercat is still a long way away, so Knuckles continues to punch it, bringing the Piranha up to 110. After rolling a five, Knuckles' engine takes one point of damage.

Knuckles pushes it to 115 and rolls two dice. A four and a five are rolled for two more points of damage. Knuckles takes it to 120 the turn after that and rolls a one and a four for one additional point of damage.

Knuckles is now gaining on the Thundercat at a fair clip, so he holds it at 120 for as many more turns as he thinks the power plant will hold, and then eases it back down to 100. The Thundercat is now in reasonable range, and Tommy may yet be avenged.

If the power plant is reduced to 0 DP by this method, it blows up on phase one of the next turn. All adjacent components (usually weapons and the driver and gunner) take 1d6-2 points damage; there is a 50% chance the car catches fire.

Even if the engine survives a short run at over 100 mph, the range of the vehicle will suffer. The rule for vehicle ranges (taken from "Convoy," *ADQ* 1) states that every vehicle is assumed to be able to make 200 miles at 55 mph. Every 5



mph of average speed over 55 knocks 20 miles off the total range of the vehicle. A single shot from a laser costs one mile of range (a heavy laser shot costs three). For bursts of speed beyond the power plant's capabilities, deduct one mile of range for each full 10 mph over maximum per turn. In our earlier example, Knuckles suffered no additional range penalty at 105, but lost one mile for the turn he spent at 110, another mile for the turn at 115 and two miles for each turn at 120. With a vehicle's range penalties already pretty hefty at high speeds, you can see that pushing that extra bit of power out of a car has a high price.

### MANEUVERS

High-speed maneuvers are extremely dangerous. To expand on this understatement, maneuvers in the 100+ mph range are even more so. First, driving between 105 and 130 mph is an automatic D1 hazard. Driving between 135 and 150 mph is an automatic D2.

The new crash table modifiers mean that the existing crash tables must be added to.

### CRASH TABLE 1
### SKIDS AND ROLLS

10-12 – As 6-9 on this table, but the vehicle vaults into the air by the side (or front) tire or tires, the tires doing the vaulting taking 3d6 points of damage. The vehicle will then fly through the air for 1d6 inches in the direction the vehicle was traveling before the crash result, revolving two sides for every inch. When it lands, give collision damage to the side that hits at the vehicle's initial speed. If the attempted maneuver was a tight bend or a hard swerve, the vehicle will flip end over end. Upon landing, the vehicle will continue to roll as per result 6-9 on this table. All occupants take one point of damage automatically (body armor will not protect against this damage).

## High-speed Movement Chart

The maximum speed a car can travel, even under these new rules, is 150 mph. Use this chart to determine which phases a vehicle traveling over 100 moves.

| *Speed* | *1* | *2* | *3* | *4* | *5* | *6* | *7* | *8* | *9* | *10* |
|---|---|---|---|---|---|---|---|---|---|---|
| 100 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 |
| 105 | 1 | 1 | 1 | 1 | 1½ | 1 | 1 | 1 | 1 | 1 |
| 110 | 1 | 1 | 1 | 1 | 2 | 1 | 1 | 1 | 1 | 1 |
| 115 | 1 | 1 | 1 | 2 | 1 | 1 | 2 | 1 | 1 | 1 |
| 120 | 1 | 1 | 1 | 2 | 1 | 1 | 2 | 1 | 1 | 1 |
| 125 | 1 | 1 | 2 | 1 | 1 | 2 | 1 | 1 | 2 | 1 |
| 130 | 1 | 1 | 2 | 1 | 1 | 2 | 1 | 1 | 2 | 1 |
| 135 | 1 | 2 | 1 | 2 | 1 | 2 | 1 | 2 | 1 | 1 |
| 140 | 1 | 2 | 1 | 2 | 1 | 2 | 1 | 2 | 1 | 1 |
| 145 | 2 | 1 | 2 | 1 | 2 | 1 | 2 | 1 | 2 | 1 |
| 150 | 2 | 1 | 2 | 1 | 2 | 1 | 2 | 1 | 2 | 1 |

*2: If the vehicle has not yet taken its 1½" move, it must do so now. The 1½ move* ***must*** *occur in a segment marked with a "2."*

**CRASH TABLE 2**
**FISHTAILS**

10-12 – Execute a major and a minor fishtail (for a total of three squares movement in one direction) and roll again on Crash Table 1.

**CRASH TABLE 3**
**TRACTOR-TRAILER RIGS**

10 – As result 9 above, but the trailer rolls, too.
11 – As result 9 above, but the tractor flips as per result 10-12 on Crash Table 1.
12 – As result 11 above, but the trailer rolls, too.

Example: The Piranha catches up to the Thundercat by going 120 and so far, the power plant has survived. Mad Gunner Johnson is happy as his shots are doing damage to the Porsche, but the Thundercat is shooting back.

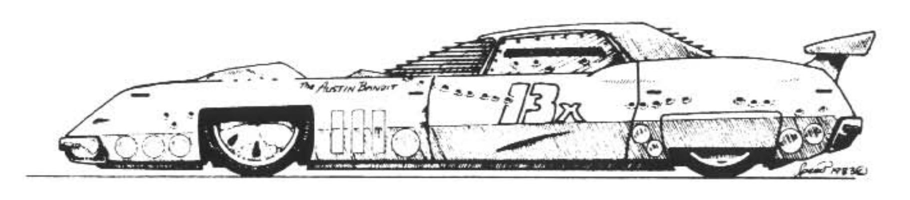
The Piranha's HC is normally 2, but it drops one because of the 100+ mph speeds to 1. To dodge a set of mines the Thundercat dropped, Knuckles pushes the Piranha into a steep drift, a D3 maneuver that drops the car's HC to -2. Knuckles needs to roll a 4 to keep control, but only comes up with a 3. With a modifier of 4, Knuckles gets lucky (if you call this lucky) and rolls a 1 for a result of 5 on Crash Table 1. The car is rolling, but at least it's not flying through the air or on fire.

So except for the drain on the vehicle's range, the possibility of blowing up the power plant and the deadly results of losing control, daredevil duellists can now satisfy their desires for even greater speeds – a few turns at a time.

## High-speed Control Table

Control rolls are harder to make, too. Use this chart (which is the same as the helicopter control chart from ***Autoduel Champions***):

| *Speed* | *2* | *1* | *0* | *-1* | *-2* | *-3* | *-4* | *-5* | *-6* | *mod.* |
|---|---|---|---|---|---|---|---|---|---|---|
| 105-110 | safe | safe | 2 | 3 | 4 | 5 | 6 | XX | XX | 4 |
| 115-120 | safe | safe | 2 | 3 | 4 | 5 | XX | XX | XX | 4 |
| 125-130 | safe | safe | 3 | 4 | 5 | 6 | XX | XX | XX | 5 |
| 135-140 | safe | 2 | 3 | 4 | 5 | XX | XX | XX | XX | 5 |
| 145-150 | safe | 3 | 4 | 5 | 6 | XX | XX | XX | XX | 6 |





# The Random Arena

**by Brian Gustems**

It's another Saturday night (or Friday night, or even Tuesday night), and the local autoduellists have gathered for another game. A friendly arena duel seems to be the order of the day, but then the bickering begins. Johnny "Mondo" Simpson wants lots of pedestrians in bunkers with grenades. "Spaceman" Wallace wants a high money limit so he can load up on lasers. Somebody else wants just hand weapons and ramming . . .

Sound familiar? Every player has his pet strategies and favorite designs, so agreeing on ground rules can be difficult. By using different and varied circumstances, players can discover new strategies and enjoy a fresh challenge of playing something other than his or her favorite vehicle design.

Simply roll 1d6 on each of the tables below to generate a complete set of ground rules for any duel or arena scenario:

**VEHICLES**

*1* Cycles only
*2-5* Cars only
*6* Special

**SPECIAL**

*1* Vans only
*2* Compacts and subcompacts only
*3* Six-wheeled vehicles only
*4* Cycles with sidecar only
*5* Light cycles only
*6* Mix cycles and cars (use equal amounts of money)

**COMBAT**

*1-3* Everyone for him- or herself
*4-6* Teams allowed if declared in advance.

**COMPUTERS**

*1* All computers allowed
*2-3* No Cyberlinks
*4-5* +1 computers only
*6* No computers allowed

**DEBRIS**

*1* Arena clean
*2-3* Use one of each obstacle (spikes, mines, debris, chains, etc.)
*4-5* Heavy debris (use 5 debris counters per player, plus other obstacles, spikes, etc.)
*6* Debris-infested (use 10 debris counters per player, plus lots of other trash)

**TELEVISION**

*1* National coverage (prestige is doubled)
*2-5* Regular coverage (normal prestige awarded)
*6* Limited coverage (prestige halved, rounded up)

**BUDGET**

*1* \$8,000 limit
*2* \$8,001-\$12,500
*3-4* \$12,501-\$18,000
*5* \$18,000-\$22,500
*6* No spending limit

Players are encouraged to throw out combinations that no one likes ("Vans only" and "$8,000 limit," for example, don't work too well in combination). But for the most part, let the tables set the rules much as an arbitrary arena manager would. The duellists might not like it, but they have to go along.

# Vehicle Design Strategy

by

Greg Porter

As any veteran of the American Autoduelling Association knows, when designing a vehicle you have to deal with weight, space, and money, all of which are usually in limited supply. This guide will help you to make the most of all three.

## Money

Believe it or not, there is such a thing as an upper price limit for vehicles. It is nearly impossible to get any balanced vehicle to top the $40,000 mark, but things like the Killer RV can run well into the $80,000 range. Most of us peons, however, have to deal with a limited budget. The amount of money you have will generally dictate what sort of vehicle you will build. You can't build a good van for $5,000, and on the other side of the coin, a $20,000 subcompact is also pushing it a bit. Of course there are exceptions, but here is a general idea.

| | |
|---|---|
| Motorcycle | $1,000 - $3,000 |
| Heavy cycle or Subcompact | $3,000 - $5,000 |
| Compact | $5,000 - $8,000 |
| Midsized or Station Wagon | $8,000 - $12,000 |
| Luxury or Pickup Truck | $12,000 - $18,000 |
| Van | $18,000 - ? |

This chart is by no means gospel, but is just to give you a reasonable idea of what you should be looking for. Expensive options may shift the price range directly to the next vehicle class.

## Weight

Always a problem. You finally have all the money you need, and now you find that everything you want will fit . . . if you don't mind your vehicle being a stationary gun emplacement, its chassis bottomed out on the pavement. The first thing to do is get an extra heavy chassis. If you have already done this, and your vehicle is still too heavy, you've got to start chucking things. The most obvious is armor. Thin out the top and bottom, shave a few points off the sides and rear. This can get you a lot of pounds, depending on how much protection you are willing to sacrifice. Weapons are next. You don't have to toss them out. Just downgrade them. Extra magazines (full) weigh a minimum of 65 pounds each. Get rid of them. If you replace an RR with an RL, that is another 100 pounds and $500 saved. Do you really need 25 oil slicks? Make it 10 and you've shaved off another 30 pounds. Getting the idea? All that trimming adds up.

## Space

Another pain to the designer of the "perfect" vehicle. You can't have everything, but you sure can try. If you have the money and weight, get a turret. It doesn't add any space, but it allows you to fire a weapon on any facing, which may allow you to get rid of a side or rear-mounted weapon and save the space the weapon may have taken. If you are still cramped, toss out any flamethrowers. They take up two spaces, but only do one die of damage. Replace minedroppers with spikedroppers and oil jets with paint sprayers or smoke screens. If you think you can live (literally) without a gunner, that is two more spaces.

## Efficiencies

Below is a table giving the various efficiencies for the different weapons, based on weight, cost, spaces taken, hit probability, and average damage. The better the ranking, the better the weapon. As you can see, the rankings are different at different ranges, and may change within a range if a computer is used. The trick is to keep combat at ranges where your weapons are more efficient than your opponent's. At very short ranges. HRs are a good bet, while at long range an MG, with its large ammo supply and fair chance to hit, is a nice weapon. Looking at the type of vehicle you want and then checking this table can be helpful. For instance, a subcompact is not a durable vehicle or able to carry much weight, so the weight and space efficiencies may be more important than cost. In a vehicle like a pickup where you have a huge weight capacity, this may be the least of your concerns, and space might be the most important. FTs are not as efficient as listed because they can't fire out the front arc, but this is mostly offset by the fact that they can set a vehicle on fire, and can double as a smokescreen.

Weapon Efficiency vs. Space

| | *0–1"* | *1–4"* | *4–8"* |
|---|---|---|---|
| MG | 68 | 42 | 29 |
| FT | 17 | 13 | 10 |
| RL | 32 | 15 | 10 |
| RR | 34 | 20 | 15 |
| AT | 32 | 15 | 10 |
| L | 102 | 76 | 61 |
| HR | 9 | 3 | 2 |
| HL | 91 | 67 | 55 |
| VMG | 68 | 51 | 41 |

Efficiency vs. Weight

| | | | |
|---|---|---|---|
| MG | .340 | .205 | .145 |
| FT | .070 | .050 | .040 |
| RL | .255 | .115 | .080 |
| RR | .195 | .115 | .085 |
| AT | .140 | .065 | .040 |
| L | .406 | .333 | .243 |
| HR | .085 | .030 | .020 |
| HL | .273 | .203 | .163 |
| VMG | .300 | .225 | .180 |

Efficiency vs. Cost

| | | | |
|---|---|---|---|
| MG | .046 | .028 | .019 |
| FT | .047 | .034 | .027 |
| RL | .047 | .021 | .015 |
| RR | .037 | .022 | .016 |
| AT | .039 | .017 | .012 |
| L | .025 | .019 | .015 |
| HR | .087 | .029 | .017 |
| HL | .023 | .017 | .014 |
| VMG | .053 | .037 | .030 |

The higher the number, the more effective the weapon at that range. The figures are based on the equation:

(# of shots x average damage x probability of hit) / (space or cost or weight)

The number of shots for a laser is considered to be 20.

Cost and weight are calculated for a fully loaded weapon.

## Weapon Information

*Machine Gun* – A machine gun is useful for harassment and long range pot shots because of its large ammo supply. With 20 shots you can afford to waste a few to get those acquired bonuses. Regardless of whether you can only do one die of damage, if you are doing it to your opponent, and he can't hit you, it's going to add up.

*Flamethrower* – The usefulness of flamethrowers increases with the quantity. You can't reliably set another vehicle on fire with less than three FTs, so either carry this many or only one to produce smoke and set exposed power plants on fire.

*Rocket Launcher* – The budget version of the RR, it is restricted somewhat by its combination of high "to hit" number and ammo supply of 10 shots. When offset by a +1 computer however, it is a very potent weapon.

*Recoilless Rifle* – A nice all-around weapon. It is just a matter of personal opinion whether the better "to hit" number is worth the extra 100 pounds and $500. If a computer is not available, the RR is preferable over the RL.

*Anti-Tank Gun* – Big, heavy, inaccurate, expensive. They just aren't worth it.

*Laser* – Incredibly expensive, but worth it. The weight and cost are more than offset by the size, damage done, and low "to hit" number, not to mention the infinite ammo supply.

*Minedropper* – Minedroppers have two uses: surprise and area denial. The first is for tailgaters, and depending on the vehicle, one good hit from a mine can end it all. Any weapon which can kill an opponent in one shot is worth it. The other use is to prevent other vehicles from entering specific areas, like alleys, breaches, the best way around a corner, etc . . . The space taken by a minedropper restricts its use to vehicles with no space problems, as the uses of the minedropper are much less likely to be needed than more mundane things, like ranged weapons.

*Spikedropper* – A spikedropper is not quite as useful as a minedropper, but this may be offset by the lower cost, weight, and space taken. The spikes are inert, but an immobilized vehicle is just as good as a dead vehicle in most cases, and unless solid tires are used by your opponent, spikes do not feel good.

*Smokescreen* – A smokescreen is a "get me out of here!" weapon. It is a damage denial weapon, hopefully denying your opponent the ability to damage you. If you have a space left and not enough money to get a weapon firing rearward, get a smokescreen and set it on automatic. Combat should be over long before you run out of smoke, and as long as you move to new areas, the smoke will be more of a problem for people behind you, and who cares about them anyway?

*Paint Spray* – A cute weapon, but its usefulness is limited by its short duration and miniscule range.

*Oil Jet* – Another nice idea, but the two

spaces that it takes up should limit its use to larger vehicles. I have found that people can avoid oil slicks too easily, and they invariably use those two spaces in their own vehicles for weapons that do two dice to me, spreading more than my oil over the road.

*Heavy Rocket* – The ultimate short range weapon. A good tactic is to have a pair of these linked, and save them for sideswipes or close passes. With a +1 computer at point-blank range, these need a "4" to hit. On the average, a pair of these will do 21 points of damage and be two D3 hazards. Ouch! And you can *always* find an opportunity to do this. Of course, this can be done back to you, so be careful.

## Design Guide

*Subcompact* – You will generally not survive a full run over a mine square, so don't bother putting armor on the bottom. Likewise, unless there are pedestrians in the trees or rooftops, you're going to get what is coming to you from the front, rear, or sides, so only put one or two (at most) factors of armor on the roof. Any battle will not last that long, so you might not need a full magazine of ammo. You will want to make your shots count, so if you can afford it, get a computer.

*Compact* – Now that you have some more weight and space to play with, add some armor and one efficient long term weapon, but remember that a Mini Sherman is a long way from being a tank.

*Mid-sized* – A real vehicle. Put on PR tires and a turret if you can. Lean toward the long term in the way of weapons. A gunner may be worth the space cost at this point if you have a lot of weapons. A fire extinguisher is optional at this point, but a good idea.

*Luxury* – Get a gunner and at least one computer. You will get hit from all sides, so make sure your armor is reasonable. From now on, *if* you can afford it, it might be a good idea to have a few solid tires. Make sure that you have *at least* 5 points of armor on the top and bottom, in case of mines, rolls, and fire from upper stories of buildings. You'll want to have a fire extinguisher unless you know that no one has a laser or flamethrower.

*Station Wagon* – Unless you are designing a practical vehicle, forget it. If you are, design it like a mid-sized.

*Pickup Truck* – One of the better buys. Get it with a turret and extra heavy chassis *and* heavy suspension. You will be able to carry more armor than you'll know what to do with. If you get a gunner, make sure he has a computer. It wouldn't hurt to get extra magazines for any weapon that only has 10 shots, but a fire extinguisher may be more of a lifesaver than the extra shots. Carrying a gunner with an M60 machine gun in the bed of the pickup can also be useful for harassing fire and to hit targets not worth wasting your main armament on. If you have the weight, several people can be carried.

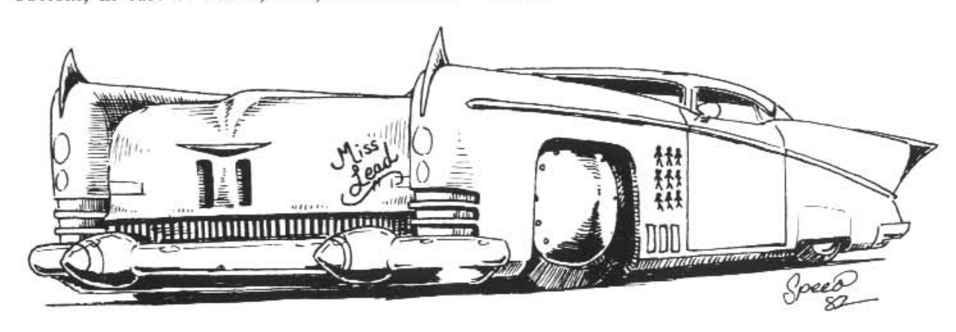
*Van* – Not as much weight carrying capacity as the pickup, but with lots of space. You may run into a weight problem, which will probably mean thinner armor. Carry one gunner, maybe two, and make sure they have computers. If you can take the weight, get a turret and put something big in it. HRs are nice in a van, as they don't weigh much, and you have lots of room. Put some dropped weapons and an MG or two in the rear to discourage tailgaters.

*Light Cycle* – Gets you from point A to point B. Not really combat effective.

*Medium Cycle* – Mount an RL, RR, or combination of MG and HR. Don't carry a full load of ammo as you probably won't get to use it. Put the weight saved into armor.

*Heavy Cycle* – Load up on front armor, get linked weapons and a computer if possible. Get PR tires if you can.

*Sidecar* – Carry something exotic like three HRs, but don't cry too much if it gets shot off. A good use for sidecars is as interchangeable weapon pods. Also, in scenarios with many motorcycles, a few sidecars with dropped weapons, driving in formation, can effectively make huge stretches of road certain death to cross.






Dear Steve:

I am immensely distressed about my subscription with *Autoduel Quarterly*. It has been more than 3 months and I have not received my issue (my subscription starts with the second issue, which by my calculations should have been released between May and June). I have, however, received my extra counters and I.D. (pretty good), but that's hardly worth 10 dollars. I love ***Car Wars***; it's one of the greatest games made (ever!), but a man's patience can only go so far. Please tell me what's happening!? I would really like my issue (and info on how to get the first to complete my collection. I also hope YOU read this letter, rather than a staff member who will turn this letter into a basketball and dribble this over to a trash can. Don't tell me you've discontinued the magazine!? But whatever, please send me a reply. I'll be waiting . . .

–Ken Winland, Portsmouth, RI

*Just wanted to print one of these to prove we don't throw them away. Actually, Ken (and everyone else who wrote with similar sentiments) received a polite reply (or at least as polite a one as we could muster after wading through so many) and an apology. And, since you're reading this in a much-more-on-time issue number 3, I hope that everyone's faith is reconfirmed. Thanks for your patience.*

*–SDH*

I own a lot of ***Car Wars*** material, and I really enjoy it. When I play an RPG, I like to "get into it," so realism and understanding are important. I hope you can answer these questions:

Is every vehicle a legitimate target, or do you have to pick a fight?

What is the present political situation? How are the Russians? What is the present technology like? Also, how's the space race going?

What is the military like? Why doesn't someone hijack a tank? Could you own a helicopter?

Sorry for the headache, but I am really curious. By the way, your games are honestly the best in the business, and on top of that, they cost only half as much!

–Mike Sirotnyak

*Thanks for the kind words. In answer to your questions, every vehicle is a legitimate target, but chances are if you shoot at everything that moves, you'll run out of ammo long before you run out of enemies; the current political situation depends heavily on what region you live in; the Russians were hit much harder by the grain blight than we were, and are no threat to anyone but immediate neighbors; all technology had been channeled into food and energy production, bringing the space program almost to a halt; the military is fairly strong, but only uses its muscle when directly threatened; someone has hijacked a tank (See "Massacre at Midville,"* Space Gamer *58); and sure you could own a helicopter – check out the* ***Autoduel Champion*** *rules.*

*–SDH*

How does one go about designing a Sherman Tank (WWII surplus) within the ***Car Wars*** system? Also, do you have a submissions policy? Finally, are there back issues of *Autoduel Quarterly* available?

–J.G. Blackwell II

*I'm not sure an electric fuel cell motor exists that could push around a real, surplus, tons-of-metal Sherman Tank. However, taking some cues from "Massacre at Midville" (SG58), it should be pretty easy to design a heavily-armored, tread-propelled vehicle with a big gun on top. Submissions policy is straightforward; please make it typed and double-spaced, and I'll read it. Back issues of ADQ are available through our direct mail department for $2.50 plus postage and handling.*

*–SDH*

I am writing in regards to your ***Car Wars*** game series, and I must say, I'm impressed. From the first time I played the game, I was fanatical about it, and begged for the next opportunity to play . . . Since Christmas, I have introduced the game to many of my friends and even a few strangers, all of whom then became hooked as I did, and purchased the games! We have even set up games with real entrance fees and cash awards for kills and victories, and if that's not being hooked, I don't know what is . . .

–Tom Brasch, Lansdale, PA

My friends and I are avid players of your game ***Car Wars*** and we have purchased the expansion kit, and ***Sunday Drivers***, both of which have added to our enjoyment of the game.

The only thing we have trouble with is the creation of an "auto race" and racing cars. I am especially interested in the high performance cars such as Grand Prix, Formula I and Le Mans racers, but I haven't been able to come up with any satisfactory results. To begin with, I have assumed that they still have auto races in the future, although they probably have changed some, and that race cars are still built either privately or semi-commercially. But the construction of race cars, race tracks (made much easier with the expansion kit) and "rules" of racing have proved frustrating, due to several different opinions, all equally valid.

Therefore I have taken it upon myself to consult you, and hope you can answer our questions . . .

–Art Colver, Murray, UT

*Auto racing is certainly still in existence in 2033, but its popularity has dwindled. The race cars of 2033 are unarmored, with speeds similar to their 1983 counterparts but even better handling. Some distinctions are important to make here: If the driver has so much as a light pistol to take potshots at passing racers, what you've got is autoduelling (albeit a strange variety). If no weapons are allowed, but the cars can try to run each other off the road, what you've got is a demolition derby. If the idea is to be first across the finish line, with no attacks on other vehicles allowed, that's auto racing. ADQ will concentrate on autoduelling; if you want to devise rules for auto racing that are agreeable to all players involved, go for it. Glad to know that the road sections are of help.*

*–SDH*




**RULES CLARIFICATIONS**

There are two inaccuracies in the ***Car Wars Reference Screen***. The description in the ***Reference Screen*** of the "Cyberlink," an item from ***Autoduel Champions***, is incorrect. Use the description in ***Autoduel Champions*** – 100 lbs., 1 space, $16,000, 1 DP. Also, the weight stated in the ***Reference Screen*** for a fire extinguisher was in error. It should be 150 lbs., not 15 lbs.

1. Can a tripod-mounted weapon be fired out of a car window? Mounted on top of a car with a roof panel?

2. In ***Sunday Drivers***, it says that police cruisers can carry 2 prisoners. Weightwise, it can only carry 1. What happened?

–Scott Stanford, Denver, CO

*1. Nope. Tripod-mounted weapons will only work when outside a vehicle, on the ground. Exception: If the vehicle or its cargo compartment has no top, tripod-mounted weapons may be used, but they take up one space in addition to their user.*

*2. Somebody messed up. The cruisers normally drop half their spikes if they need to carry 2 passengers.*

How much damage could an oil slick struck by a flamethrower cause, and how long would it last?

–Matthew Wengraitis

*Standard oil slicks are not flammable.*

When an oil jet is destroyed, what is the result? A huge oil slick? An explosion?

–Michael Ernst

*If you play strictly by the book a destroyed oil jet vanishes without a trace, like any other weapon. However, after some muddled thought, we came up with the following: A standard oil jet shouldn't ignite, but it should leave a standard-sized slick, if destroyed from the rear. The rest of the oil would be blown around pretty inefficiently, so a slick would be left on 1-2 (on 1d6) if the jet was destroyed by a blast effect weapon, or a 1-5 if it was nailed by anything else.*

*Artful Dodgers should be treated like a flamethrower, i.e., an increased chance to catch fire as stated in the 3rd edition rules.*

How is damage applied to a ramplate?

*A ramplate is an extension of a car's front armor. If a ramplate is shot at or (more likely) hit in a collision, the damage is applied to the vehicle's front armor. The ramplate will continue to work at full efficiency (doubling ram damage given, halving ram damage taken) until the front armor is entirely destroyed. At that point, the ramplate goes, too.*

Is it possible to combine (or "link") two power plants to increase the amount of available power?

*No, but we're working on it.*

In the "Convoy" scenario, is the figure that the ambush occurs 120 miles past UC correct? There are only 113 miles to Memphis. Also, on the 3rd car in Encounter X, are the four left RLs considered on automatic – or are they considered to be 2 linked groups of weapons?

*Obviously, the 120-mile figure is a slip-up. Call it about 105. The third car has three links on the left side: one links rockets A and B, one links rockets C and D, and the third links all four. The gunner (or whoever fires them) has seven firing options: A, B, C, D, A&B, C&D, and all four! Please also note that if one RL is destroyed, the gunner can still fire the remaining three by hitting the "fire them all" button.*

1. When a flamethrower fires, does it produce a cloud which forms parallel to the vehicle (as on p. 15 of ***Car Wars***) or perpendicular to the vehicle (as in section 4 of ***Truck Stop***) or may the firer choose which cloud to produce?

2. May a pedestrian fire more than one hand weapon at once (two light pistols for instance)? If so, what are the penalties?

*1. Go ahead, take your pick.*

*2. Sure, but only if both weapons are either light or heavy pistols or a grenade. Penalties: -1 for the weapon in the "good" hand, and -3 for the "off" hand. Handgunner ability bonus can apply only to one or the other weapon (player's choice). If you want to be ambidextrous, talk your GM into it; about 5 percent of all people are.*

As weapons are used and destroyed, does the vehicle continue to carry the weight?

*While it is certainly possible to recalculate a vehicle's weight every time a shot is fired, reducing the total weight by the WPS of that particular type of ammo, we don't recommend it. Much too complicated. If a weapon is destroyed, the weight stays with the vehicle. Instead of having a 300-pound recoilless rifle, you've got 300 pounds of metal.*

1) Can motorcycles have 3 wheels? Does this improve HC? Can a three-wheeler have a sidecar?

2) The length of Grenadier's rigs is quite short. Can they still be used in ***Car Wars***?

3) Can a cyberlink be put on turreted weapons or side or back mounted ones? I would think that it would put a lot of strain on the guy's neck.

4) What happens when a helicopter pilot is killed and nobody else is in the bird?

5) Will body armor protect against being hit by a car?

–Scott Stanford, Denver, CO

*1) A three-wheeled cycle is more properly termed a Trike, and it probably will have an improved HC and the ability to pull a sidecar – once we publish the stats. But it ain't a motorcycle.*

*2) Mount the lead miniature on a piece of cardboard that is the same size as the counter for that type of vehicle, then use the dimensions of the cardboard to determine maneuvers, collisions, etc. Actually, we recommend this for all miniatures.*

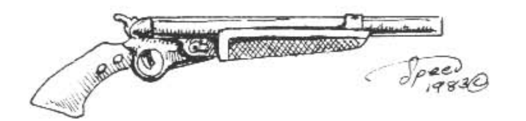
*3) All weapons are "sighted" by means of remote control readouts on the console in front of the driver or gunner. A cyberlink gives the operator a better command of this targeting system. No neck strain is necessary.*

*4) Bye-bye, birdie.*

*5) Body armor does not protect against other types of impact damage (being buried in rubble, falling off a building roof), so it shouldn't offer any protection in this case, either.*

Can the "Artful Dodger" (*ADQ* #1) be put on the sides of any vehicle? How many Damage Points does it have? How many shots? Weight per shot?

*Just like a regular oil jet, the Artful Dodger can now be mounted on the side. DP, number of shots and WPS are the same as for a regular oil jet (3 DP, 25 shots, 2 WPS).*

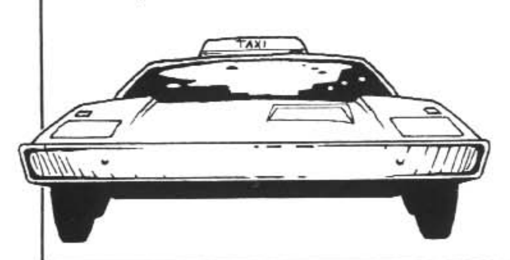


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Mid-size car, heavy chassis, super power plant, heavy suspension, 4 PR tires, 150 points armor (2 in wall between driver and passenger compartment, T20, U15, L30, R30, F27, B26). 10 anti-personnel grenades (2 each L, R, T, U and 1 each F, B) wired into Safteepro anti-theft system. Smoke-screen loaded with tear gas hooked into passenger compartment, one RR front. Room for driver and two passengers, 265 # extra cargo capacity. Acceleration: 10 mph; HC: 3; $12,000, weighs 4,935 lbs. Option: put RR in a two-space turret, discard 200 # cargo capacity and add $1,500 to cost.

# New for *CAR WARS!*

## EXPANSION #3

East Midville! More houses, more streets, more details on one of the best-armed towns of 2033. Two 21" x 32" maps that fit with the Midville maps from ***Sunday Drivers*** to make a giant 42" x 64" battlefield. You also get a counter sheet featuring new cars, a truck and trailer, more Midville police units, and wrecked vehicle counters. Three new scenarios are also included, one for the East Midville map alone and two for the combined maps. Designed by Steve Jackson. $3.00.

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Autoduelling is at its most exciting in the arena, and ***Car Wars** Expansion Set 4* gives you perhaps the most famous of them all – the Armadillo Autoduel Arena. Two 21" x 32" map sheets make up the arena. You also get complete data on the arena offices, pits, emergency room, grandstand and more. Also included are 16 wrecked vehicle counters, and enough scenarios for a whole week's schedule at the Armadillo Autoduel Arena. Designed by Steve Jackson. $3.00.

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Design your own arena! Five 21" x 32" sheets, printed on both sides with the standard ***Car Wars*** square grid. Draw up your own garages, parking lots, armed camps, even entire towns! The five sheets come in a 8½" x 11" ziplock bag and cost $5.

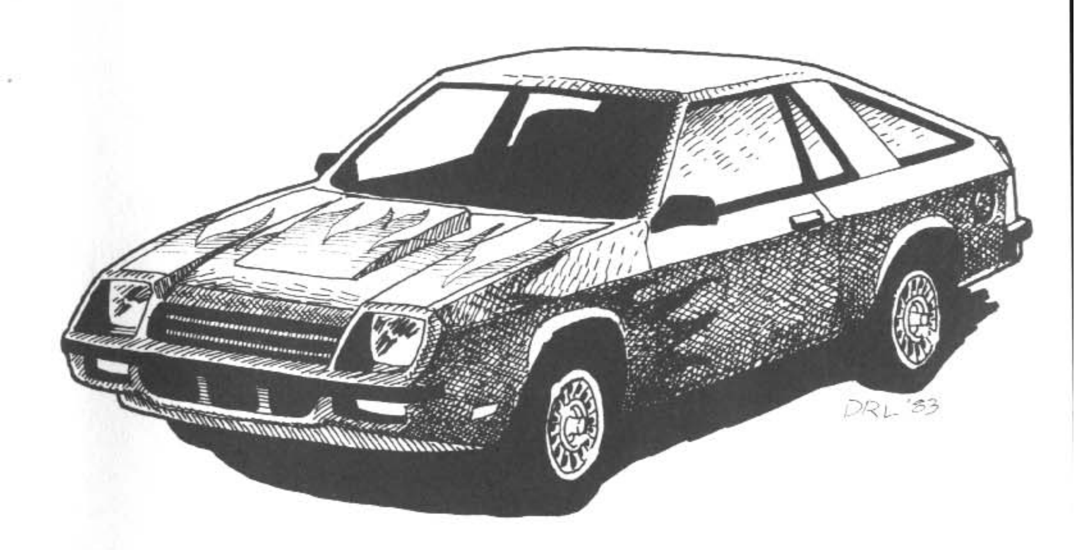
*Look for these new releases at your local hobby shop – or order by mail from Steve Jackson Games, Box 18957-T, Austin, TX, 78760. Please add 50 cents per item for postage and handling.*



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### The cars of 2033 — available in 1983.

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All the AUTODUEL miniatures are available at better hobby shops everywhere [for the full-sized vehicles, check out your local autoduel arena]. For more information, contact Grenadier Models Incorporated, P.O. Box 305, Springfield, PA 19604.

ADQ Vol. 1, No. 3

## In this issue:

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